



**FANTASTIC DOUBLE-CD ISSUE**

**ODDWORLD, OVERBOARD!, RALLY CROSS, ACTUA GOLF 2 & KURUSHI**



**Official UK**

# PlayStation Magazine

**No. 23**

**EVERYBODY  
WAS KUNG FU  
FIGHTING**

THE PAST, PRESENT AND  
FUTURE OF  
THE BEAT 'EM UP

**LATENT  
ORIENT**

THE GAMES  
WAITING TO COME  
OUT OF JAPAN

**PaRappa  
The Rapper**

IS HE THE FUTURE  
FOR THE PLAYSTATION?



**PLUS!**

STREET FIGHTER EX

ACTUA SOCCER 2

GEX 3D

TOSHINDEN 3

CROC

**REVIEWED:**

PARAPPA THE RAPPER

ALL STAR SOCCER

TEST DRIVE: OFF ROAD  
NAMCO MUSEUM VOL 4

KEVIOUS 3D

RAY STORM

BALL BLAZER

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# Start up

## WHAT'S ON THIS MONTH'S CD?



Two CDs for the price of one, this month, as GT interactive's *Oddworld* deservedly gets a full demo disc to itself. Together with our own compilation, this is the best month for readers yet.



### **Oddworld** **Playable**

Incredible graphics and revolutionary gameplay make this a very interesting proposition.

### **Overboard!** **Playable**

The only pirate PlayStation game that we're happy to endorse. It'll shiver your timbers, me hearties.

### **Rally Cross** **Playable**

The latest game to go off road comes from Sony themselves.

### **Actua Golf 2** **Playable**

Time for another round with Alliss. Try Gremlin's golfing sequel for yourself.

### **Kurushi** **Playable**

Fiendishly difficult and hugely addictive, this is the first puzzle game exclusive to PlayStation.

### **Hercules** **Video demo**

Crash Bandicoot-style platforming with the Greeks in Disney's latest PlayStation release.

Turn to page 132 for more details



Those Japanese are bonkers, aren't they? They work 14 hours a day, queue for electronic pets for another six hours, then after a quick plate of raw goldfish, they climb into a clear plastic tube and spend their few precious hours of sleep dreaming of schoolgirls.

It's not true, of course, but if you've been brought up on a diet of sloppy stereotyping as portrayed by most videogames magazines, you could be forgiven for buying into such gross generalisations. As *PSM* found on an extended stay in Tokyo, the Japanese are actually a thoughtful, peaceful, creative and very civilised nation, who are ever eager to please. And they do a pretty good job at keeping PlayStation owners pleased at least, with games such as *Resident Evil*, *Rage Racer* and *Tekken 2*.

We report on the latest games coming out of Japan on pages 82-90, and the Far East figures heavily in our history of fighting games on pages 92-101.

Continuing the oriental theme, we interview the creator of our cover game, *PaRappa The Rapper*, and review the game itself. Love it or hate it, you'll certainly have an opinion on this genre-creating Simon says-esque title. This seminal 'musical adventure' is a little eccentric, to say the least. But then, as we always say, those Japanese are bonkers, aren't they?

Sayonara

*Rob Pegley*

Rob Pegley (Editor)



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## Editorial

Future Publishing, 30 Monmouth  
Street, Bath, Somerset BA1 2BW  
Telephone 01225 442244  
Fax 01225 732274  
E-mail PSM@futurenet.co.uk

## Subscriptions

Future Publishing Ltd, FREEPOST  
BS4900, Somerton, Somerset TA117BR  
Telephone 01225 822510/1  
Fax 01458 274378

## The PSM team

Editor: Rob Pegley  
pegley@futurenet.co.uk  
Art editor: Lam Tang  
Deputy editor: Steve Bradley  
Production editor: Lisa Morris  
Art assistants: Alvin Weetman, Milford  
Coppock (The Lam Tang Clan)  
Staff: Andrew 'Stanley' Collins  
Contributors: Steve Faragher, Zy  
Nicholson, Andy Butcher, Steve Jarratt,  
Jon Palmer, Paul Pettengale, Gideon  
Kibblewhite, Quay Publishing, Nicolas  
Di Costanza & Colin Campbell  
Group ad manager: Simon Moss  
Senior ad manager: Dom Beaven  
Ad manager: Anne Green  
Classified sales: Viv Thomas  
Ad fax: 01225 480325  
Publicity: Liz Ramsay  
Publicity tel: 0171 331 3920  
Marketing manager: Gill Stevenson  
Publisher: Jane Ingham  
Overseas Licensing: Chris Power  
Overseas Tel: +44 (0) 171 331 3920

## Production

Production coordinator: Manuela Green  
Production manager: Richard Gingell  
Production fax: 01225 423118  
Ad design: Michelle Trewavas  
Group production manager: Judith Green  
Print coordinator: Janet Anderson  
Pre-press services manager: Jon Moore  
Imagesetter and scanning  
service manager: Brian Hook  
Pre-press services: Mark Gover, Jason  
Titely, Oliver Gibbs  
Colour scanning: Jonathan Wakeham,  
Simon Windsor, Chris Stocker  
Managing Director: Greg Ingham  
Chairman: Nick Alexander  
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The Official UK PlayStation Magazine is dedicated to bringing its readers the most up-to-date information on all aspects of PlayStation gaming. Close links with Sony Computer Entertainment give us exclusive access to the very latest software and news, plus the coveted official demo CD which graces the magazine every month. Our game reviews are the most in-depth, honest and authoritative in the market, offering independent, unbiased buying advice. PSM: the biggest-selling videogames magazine in the UK.



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LOADING

1% COMPLETE



## Consoles win war with PCs

PlayStation leads videogames resurgence

Following their £10m sponsorship of the UEFA Champions League over the next three years, Sony Computer Entertainment Europe have done the double and followed up with a £1m sponsorship of the Premier League - also over a three-year period.

The transaction will see SCEE taking advantage of opportunities for events, hospitality and promotions at clubs during this period. Exclusive perimeter advertising signs are also incorporated in the deal. As Ray Maguire, SCEE's managing director, explained, the deal makes a lot of sense in terms of the PlayStation: 'Of the one million PlayStation owners in this country, 74 per cent play or watch football regularly. Jamie Redknapp, Paul Ince and Ian Wright are all big PlayStation fans and we intend to reach more PlayStation consumers through this initiative'.

The perimeter boards will be back in place for the start of the Carling Premiership season in August.

**T**he computer industry has just experienced its best sales period of the year for software, and it's the consoles which are leading this massive resurgence of interest in videogames. Software sales were up by 26 per cent in June on the previous month, and with neither PC nor consoles releasing any massive blockbuster titles during June, the increase can only be put down to the growing momentum which is building around the industry. But it's becoming increasingly obvious that it's the return of the console as the major gaming force which is prompting this interest.

In a period in which the PC was largely quiet, *ISS Pro* and *Rage Racer* did very good business, and indeed these were just two of the titles which helped console software sales increase by 33 per cent month on month for June. The superiority of the console market over the PC is borne out by the fact that only three PC titles released this year were in the



Best-selling titles *ISS Pro* and *V-Rally* both helped to promote console software sales during the characteristically dormant months of June and July.



ChartTrack All Formats Top 20 chart for the month.

A good example of the dominance was also witnessed as June turned into July, with PlayStation *V-Rally* easily outselling Electronic Arts' *Dungeon Keeper* on the PC. While *V-Rally* was a highly rated title, it

lacked any real media hype. *Dungeon Keeper*, on the other hand, was perhaps the PC's most eagerly awaited release of the year. In the first weekend of release, however, *V-Rally* sold 15,000 copies compared to the 10,000 that *Dungeon Keeper* notched up. This, on top

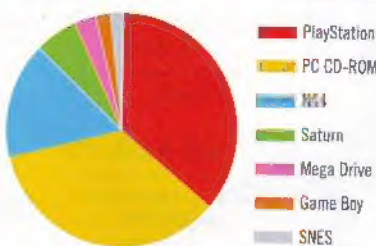
of the fact that *V-Rally* stayed at its recommended price of £44.99, while *Dungeon Keeper* was immediately reduced to £29.99.

Despite the recent failings of the Saturn, with the N64 now getting into its stride, the industry is buzzing. Another head-to-head console battle is a real possibility and echoes of the 16-bit Sega/Nintendo wars are apparent, with Sony this time taking Sega's place. And as figures backing up these trends show, over 50 per cent of money being spent on software is going on the console market; in turn, over 50 per cent of that revenue is being taken by the PlayStation. And they say that the summer's a quiet period for games!

## The games money-go-round

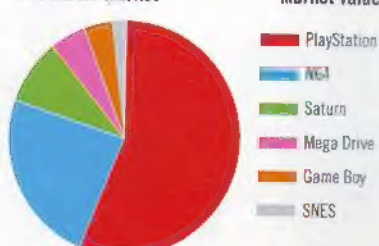
Here are the figures that show just how the console is dominating the UK games market at the moment:

Multi format



Market value

UK Console Market



Market value





# PlayStation prepares for Millennium

Sony get an artificial life

**Our Price** are the latest chain to offer a PlayStation, together with a packed-in game, at a reduced price. They now have PlayStations on sale for £159, together with any piece of software of your choice. This follows Dur Price's bid to become more heavily involved with the PlayStation market, and is identical to the PlayStation bundle currently being offered by Game.

Since the PlayStation's first price reduction, bundles have been a good option for retailers, with many different alternatives being offered. Dixons currently run up to four different bundles of varying sizes, while Toys R Us include a copy of the Spice Girls game with their particular deal.

It will be interesting to see what High Street stores are prepared to offer in the run-up to Christmas and PSM will be monitoring the situation and informing you on a regular basis of what the latest enticing deals are.

Even more interesting to see will be whether Sony are prepared to lower the price of a basic PlayStation to below the £100 barrier. Rumours abound that PlayStations will be reduced to £99, and even £89, as the battle for Christmas trade approaches. This being the case, rest assured that our close links with Sony will ensure that you read about the news in the Official UK PlayStation Magazine first.



**Millennium**, developers of *MediEvil* [11], will be working on the development of artificial life games, such as the PC *Creatures* [2], for the PlayStation.

**S**ony Computer Entertainment Europe are preparing for the next century of gaming by quite aptly investing in Cambridge-based developers Millennium. The company will be working largely on helping to create a new genre of 'emotionally interactive games'. Already working on *MediEvil*, Millennium will work exclusively for the PlayStation, with their 52 staff forming Sony's Cambridge Studio.

In addition to the emotional content of games, they will also be helping to develop Artificial Life for the PlayStation. Millennium

co-founder Michael Hayward is also the owner of Cyberlife Technology Ltd and they will be part of the exclusivity deal as they work on the potential for videogames to mimic real life. This will include attempting to let artificial characters learn from their virtual environments and develop personalities capable of emotional response. Cyberlife are most famous for the ground-breaking PC title *Creatures*, and while this title is unlikely to transfer to the PlayStation, the elements of genetic reproduction and character creation that it included are likely to figure in Sony's innovative titles of the future.

Chris Deering, SCE's president, believes it is an exciting opportunity. 'The teams have impressed us from an early stage with their dedication and expertise on PlayStation,' he added, 'and we believe this acquisition will ensure that European PlayStation game development continues to go from strength to strength'. The addition of Millennium certainly adds weight to the notion that Sony's hidden agenda is now to innovate and broaden the spectrum of PlayStation gaming, thus encouraging third parties to break free from predictable ruts. We await developments with interest.



## Sony revolutionise 'pad culture'

Analog pad given official release

**T**he Official PlayStation Analog Controller went on sale at the end of June, priced £24.99, and should now be available in a shop near you. Primarily aimed to support racing games and sports sims, the pad offers far more dexterity for experienced gamers and is likely to improve skill levels.

Although it retains the familiar, ergonomically designed handling characteristics of the standard controller, the new pad offers greater control and accuracy due to the 360° manipulation of the buttons that can be applied.

Situated in the centre of the pad are two thumb-controlled joysticks which, in conjunction with the normal pad controls, can lead to faster turns, and more graduated acceleration and braking.

The controller is instantly compatible with *Porsche Challenge*



**The new PlayStation Analog Controller**, offering greater control and comfort.

and *Rapid Racer*, although plenty of other titles will follow suit and all of Sony's in-house titles will be playable with the controller.

One other important piece of news for hardcore gamers is that the Analog Controller reduces the possibilities of finger fatigue and

allows players to play for longer without incurring 'injuries'.

In addition to the analogue part of the pad, all the remaining digital controls can be used like a normal pad when playing any PlayStation game.





# Sony going completely rental?

More 'try before you buy' titles made available



**Rally Cross, Ray Tracer and Monster Trucks** are just three of the games that will have simultaneous retail and rental releases. These join the 50, or so, titles that are already available for rental.



**S**ony are to introduce the rental of brand new games as a major weapon in their battle for console supremacy. There are some 50 titles already available for rental, but it has now been announced that all Sony-published titles will be made available for rental and retail simultaneously in the future. Sony have been joined in the venture by a number of significant third-party publishers, including Psygnosis, Namco, Acclaim, Interplay and Konami. With publishers as big as these involved, it is likely that

the smaller independents will follow suit, but other major forces such as Electronic Arts are also likely to join the plan.

The official PlayStation rental scheme was set to start in selected stores on July 18. Initially there will be 500 outlets from which the games can be rented, although this number is set to double over the next two months. The stores involved will be video-rental places initially, but many games outlets have also expressed an interest and

if they can adapt their businesses to incorporate rental, then many may become involved in the scheme.

The first titles to become available for rental and purchase at the same time will be: *Rally Cross* (SCEE), *Monster Trucks* (Psygnosis), *Xenious 3D* (SCEE/Namco), *Ray Tracer* (SCEE/Taito), *Ray Storm* (SCEE/Taito), *Namco Museum Volume 4* (SCEE/Namco) and *Fatal Fury* (SCEE/SNK). These will be in addition to titles already available, such as *Porsche Challenge*, *Rage Racer*, *Tenka*, *Riot*, *Adidas Power Soccer*, *Soul Blade* and *Carnage Heart*. All of the games involved in the new scheme will be advertised as such, and Sony are keen to market this rental policy as their next big campaign. The policy seems to make sense, in view of the huge variety of games available, and it will mean that more games now have a chance of earning revenue.



*Ray Storm*, *Xenious 3D* and *Namco Museum Volume Four* will also follow this path into distribution, and other third-party titles from Psygnosis, Interplay, Acclaim and Konami are to continue the trend.

The main talk among journalists and software companies alike, this month, concerns the build-up to Christmas which, unbelievably, starts now. From next month, when we'll be doing an exclusive review of F1 '99 and giving away a free demo of the game, the big guns will begin to enter the fray. Rest assured, PSN will bring you the best every month, with *Tomb Raider 2*, among others, already lined up for an exclusive review and demo.

Of the big games seen at E3, *Metal Gear Solid*, *Gex 2* and *Resident Evil 2* are all likely to get 1998 releases rather than pre-Christmas run-outs. They are due to be joined by *Tekken 3*, *Lost World* and the *Star Wars* beat 'em up game. Due out in the next couple of months, however, are *Time Crisis*, *Street Fighter EX Plus*, *Croc*, and *Fighting Force* which will all be vying with the F1 sequel for the early rush. As November approaches, expect them to be joined by *Colony Wars*, *Final Fantasy VII* and *Actua Soccer 2*. *Red Alert* is also pencilled in around the same date.

The smart money is still on *Tomb Raider 2* to take the top honours at Christmas, though, and *Lara Croft* mania is already in full swing. Every magazine, from *The Face* to *Reinforced Concrete Monthly*, appears to be using her as their cover star. Rest assured, the first time you see Lara on the cover of this mag will be because we have the first review of the game and a playable demo.



## LOST THE PLOT?



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**Official PlayStation Magazine 9/10**  
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**V-RALLY**  
**97 CHAMPIONSHIP EDITION**  
**Heart Racing Action**



# The land of hope and glory

Judge Dredd, combat racing, gangland feuds, strategic warfare... UK developers tap every conceivable source to bring top-quality new titles to the Land of PlayStation Gaming...



**Sheffield:** Gremlin Interactive have announced plans for two games, both scheduled for a Christmas release. *Buggy* is a top-down racing game in which you control radio-controlled buggies around 16 courses. The game features loads of different cars, a split-screen option, and a multi-player game. But perhaps the most interesting of the two is the lightgun-based blaster, *Judge Dredd*. The game, which uses the official licence, employs polygon characters running on top of a pre-rendered backdrop. The early version didn't work with the Namco GunCon, but hopefully Gremlin will have remedied this by the time the game's released.



**Berkshire:** Having followed a regime of sports sims and shoot 'em ups for the past few months, Electronic Arts are taking a break from their usual fare with the announcement of a new combat racing game, *Cult Status*. You play a motor-racing champion who witnesses his wife and daughter being slaughtered by the fanatical cult, the Disciples of Lazarus. Recruited by a mysterious organisation, you are given all the cash and info you need to disrupt the cult, stop their attacks and kill their leader before his zealous followers contaminate the world. During the game the player can race around 3D cities based on near-future versions of London, San Francisco, New York and Tokyo. *Cult Status* will be released around October.



**Surrey:** Mindscape have failed to make any remarkable impression on the PlayStation market thus far, but the company are making a concerted effort this autumn with the announcement of two new releases. First on the list is *Supersonic Racers II XS*, sequel to the amusing *MicroMachines*-allike, *Supersonic Racers*. The second game should be good news for RPG fans, with a sequel to the popular real-time hack-fest, *Warhammer*. *Dark Omen: Warhammer 2* is due for release around Christmas.



## Cambridge:

Millennium, the UK software company behind such hits as the *James Bond* games, have been bought by Sony in their continual bid to ensure top-quality development teams for the PlayStation.

Discussing the deal, Sony UK chairman Chris Deering, said: 'From an early stage the Millennium teams have impressed us with their dedication and expertise on our format, and we believe that this acquisition will ensure that European PlayStation game development keeps going from strength to strength'. *MediEvil*, Millennium's spooky platformer, should be released later this year.



**London:** Bribery, corruption and intimidation; the perfect ingredients for a wonderful videogame. Well, Pure Entertainment seem to think so. In their new game, *Respect Inc*, you play a Sicilian who arrives at the docks of Elmer City and has to build up his gangland empire, street by street. The more streets you control, the more money; the more money, the better the suits; the better the suits, the more respect, and so on. Unfortunately local boss Spatz isn't too keen on this and sends his top thug, Buggy, to put an end to your aspirations. *Respect Inc* is perhaps the first game to feature a jazz soundtrack, and uses Pure's Animorphix technology to give the 3D characters a lifelike feel to them. Players can fight one another using a strange variety of weapons, from a Tommy gun to banana skins, for those extra slippery moments. *Respect Inc* will be published by Psygnosis towards the end of the year.





**America's obsession with sports** is making an impression in the world of PlayStation, as our Sony correspondent reports...

**'G'**ot a problem with baseball? Move to Norway.' That's the tag-line for the latest Nike TV ad, which revels in America's fathomless passion for sports. This obsession is manifesting itself in the world of PlayStation where Sony are now peerless in terms of sporting prowess. Once again Sony have identified a rich sector of the market, and directed their talents appropriately. In the splendid city of San Diego, Sony Interactive Studios epitomise the firm's single-minded desire to displace the likes of EA, Konami and Sega as sporting gods. The guys down there are sports nuts. They all have season tickets to Chargers (American football) and Padres (baseball) games. They all get out there at lunchtime to shoot hoops. They sit around and talk sports and then talk sports some more. Their mission is to take what happens 'out there' and turn it into great games.

I'm gush ng here. But when you take a look at *NFL GameDay '98*, you li get the picture. Along with with basketball, football, titles are the best sports games for the PlayStation; and *NFL GameDay '98* may be the best football game vet.

The *NFL GameDay* series has always been so id, particularly in the departments of decent A and accurate stats for al the major teams. The stadiums are deta led to the finest level, with s de ine crews, coaches, and camera men each possessing their own unique animations. It looks and moves l ike a lerry Rice receipt on Polygonal (that's right, no sprites) p aysers move exceptionally well before and after the bail snap (that's the bit where the Centre gives the bail to the Quarterback). With mu ltitap support and mu ltiple play modes, this game wil shake your shoulder pads when it's released in autumn.

On to baseball, one of the finest sports



**(1) MLB '97.** MLB stands for Major League Baseball. **(2) The** pin-sharp graphics and polygonal players could make for an exceptional game.

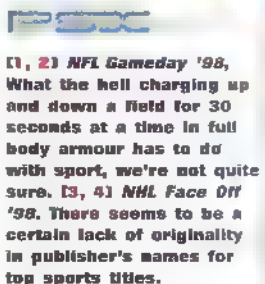
ever to have graced this planet. Once upon a time, I used to think baseball was dull (this, from an Aston Villa fan). Now – see that it's almost as good as cricket. *MLB '98* will feature all of the standards – like stat tracking, trading, and editing players – and it's as fast as a Barry Bonds base steal (34 steals at the midway point in this season, stat-fans). Players will also pose in signature stances, including multiple batting stances and different pitching wind-ups. *MLB '98* will use a full 3D game engine, starring polygonal on-field players that render in real-time.

Meanwhile, *NHL Face Off '98* could set a niche in the rink for hockey lovers. As you check your way to the Stanley Cup playoffs, prepare to face off against 26 complete hockey teams. When it comes to gameplay, *Face Off '98* still has its trademark Icon Passing, which makes the passing and setting accurate during rink play. But if you remember the first one, the icon passing was a little too accurate, making scoring against the computer too easy. The A's have been boosted to prevent this minor flaw. Compared to last year's version, the graphics are pants wettingly

beaut'ful... Polygonal players move like real hockey players on the ice. Even the stad' look and sound crispy-clean. Ceiling light reflect'ns, crowd no'ses... it's all there

Meant 'me, *NBA Shoot Out* is back with an all-new season of stats, players and even better graphics. Up to eight players can take part. As you would expect with the purchase of an NBA Players Association licence, the vast majority of players are 'included in the game, with the notable exception of such super-stars as Michael Jordan. It is somewhat easier to 'move through traffic' than it was in the last season. The addition of icon passing (similar to that in *Face Off*) is a worthy feature.

Not surprising, y, Amer ca Isn't much use when it comes to soccer games, EA Canada's *FIFA* wasn't much use, and the on y hope left is BMG's M.S.I licence, due later this year. Let's hope it's better than the JS national team, which can't even beat teams from Caribbean islands the size of a Fig Roll. American sports fans, masters of selective memory that they are, usual y remind scoffing Argibos of that 2-0 win over Eng and in the Turn p era. Oh, I rea ly hate that



**[1, 2] NFL Gameday '98.** What the hell charging up and down a field for 30 seconds at a time in full body armour has to do with sport, we're not quite sure. **[3, 4] NHL Face Off '98.** There seems to be a certain lack of originality in publisher's names for top sports titles.



© 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680





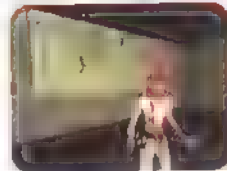


**USA:** You wake up to find your left arm has been severed and replaced by a huge cannon... Nope, it's not the morning after the company summer party, but the latest game from Connecticut developers ASC games - *One*. You play John Cain, trapped in the future with only one way of escaping and one emotion - rage. The game blends the action genre with a platform game making for an involving blast as you try and get even with those who butchered you. *One* looks like it might be an interesting game - we'll take a closer look next issue.

Meanwhile fans of the *Tekken* series will soon be able to read all about the adventure of their heroes in a new graphic novel called *Knightstone*. The story will cover the plots of all three arcade games and will feature all of the fighters. Written by John Aim, with artwork by W. McDaniel and A. Madison, the series should have a strong Manga feel to it. People looking to get hold of this should try contacting specialist comics stores.

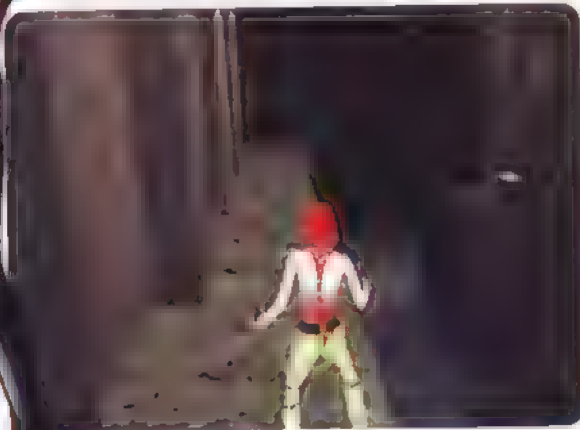


**France:** Not content with taking the cinema by storm, Luc Besson's opus is set for a PlayStation release later this year, when Bordeaux-based Kallisto release the game of *Fifth Element*. In it you can control Korben Dallas, or Leeloo, on your quest to save the world from annihilation. The game will mirror the path of the film, with the 15 levels including New York 2413 and Phloston Paradise, and will include loads of baddies who have to be dispatched using either hand-to-hand combat or weapons. Expect more details as soon as we get them.

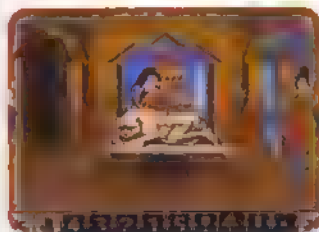


# The World of PlayStation

This month *PSM* goes Dutch, experiences the *Fifth Element*, and Pac is back in the Wonderful World of PlayStation...

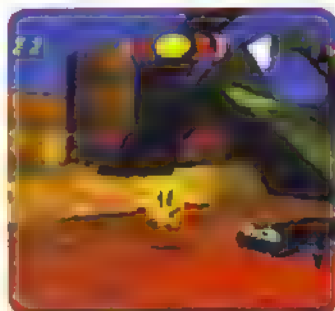




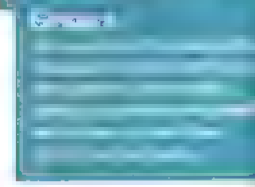
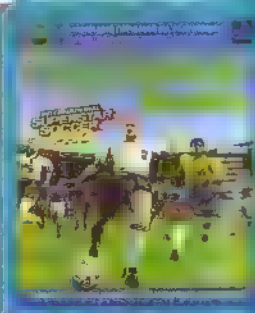
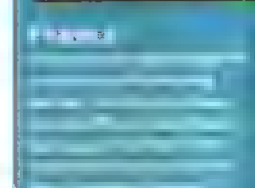
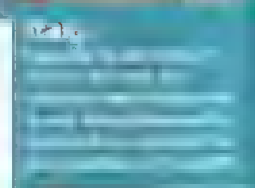


**Holland:** We often hear about developments from France or Germany, but never Holland, so it was a bit of a surprise when we received a press pack from Project 2 Interactive, telling us all about their latest offerings. First in the pack was *Ark Of Time*, a hi-res arcade adventure in which you play a journalist travelling through a variety of ancient sites, such as Stonehenge and Easter Island, in search of a lost archeologist. Project 2's second offering is *Sign Of The Sun* in which you must fight the Firons, the sun-dwellers, before they destroy the earth. Hope the game's better than the plot...

**Japan:** *Pac-Man* must surely be one of the most famous games characters ever to come out of Japan. In this, the first original appearance on the PlayStation, you play a young boy who is transformed into our little yellow hero when he is mystically sucked into an arcade machine. Attacked by the Ghost Lord and his minions, you must guide Pac-Man through a 3D maze of traps, puzzles and tricks, using some fancy new powers – such as a magic roll, where Pac rolls into a ball and attacks his enemies like a bowling ball. This 50-level monster mash should be out some time next year



## FOREIGN COVERAGE





## JAPAN COLUMN

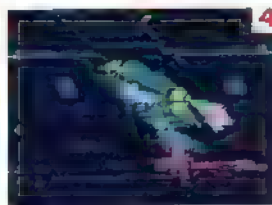
33 30N 133 30E

Namco are making a platform game, there are two new shoot 'em ups, a beat 'em up, and *R?MJ Mystery Hospital*? The Japanese scene is as strange as ever, then...



Sony award-winners: (1) The eagerly awaited *Final Fantasy VII* and (2) *Total No. 1*.

(1) Tecmo's new beat 'em up, *Dead Or Alive*. (2, 3) The bizarrely titled adventure game, *R?MJ Mystery Hospital*. (4) Squaresoft's darkly intriguing shoot 'em up, *Einhandler*. (5) Cartoon adventures in *Kaze No Klonoa*. (6) *Gradius Gaiden*.

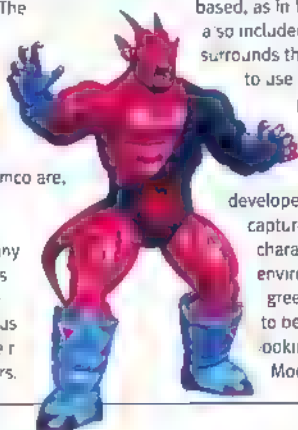


**K**aze No Klonoa (*Door To Phantomile*), from Namco, is the latest platform action game about to be released in Japan. The game's main character, Klonoa, is a curious-looking boy with wings, a characteristic which is apparently usual, if not essential, among inhabitants of his home, the Village of Wind. The game's plot centres around his quest to find the legendary land of Phantomile, which is rumoured to have existed thousands of years previously. This task is eased somewhat by a fairylike entity, called Huppli, and a magic ring which Klonoa can use to defeat the enemies he encounters in his travels.

Although the camera view and backgrounds combine to give the impression of a third dimension, the gameplay of *Kaze No Klonoa* is very much 2D. Namco are adhering to the belief that 2D platform games are easier and more intuitive to play. The camera follows Klonoa through the game's six garishly realised worlds, broken down into 12 stages, and switches viewpoints to best suit the on-screen action. While Namco are, of course, best known to PlayStation owners for successfully converting many of their impressive coin-ops to Sony's console, *Kaze No Klonoa* marks a shift in focus for the games giant as the first platform game for years.

Konami, meanwhile, are intending to release a horizontal-scrolling shoot 'em up, called *Gradius Gaiden*, in August. The game is set a few centuries after the *Gradius III* story at a time when a new breed of alien is threatening the peace. The developers have brought new life to the old series using numerous PlayStation effects such as zooming, rotation and deformation, as well as designing nine brand new stages, each one separated into two parts with an intermediate boss for each. Konami have also kept the secret bonus system from the old MSX version. *Gradius* takes place within a 2D environment and although the first stages look very simple and roughly designed, as you progress into the game there are some spectacularly colourful graphics.

The Tecmo fighting game *Dead or Alive*, which has been released in the arcades on Sega's Model 2, is due to be released on PlayStation this autumn. Combat is arena-based, as in *Virtua Fighter*, but Tecmo have also included a 'danger zone' which surrounds the arena. The idea is for the player to use all the available techniques to project his enemy into this zone, which in turn triggers off explosions, inflicting damage on his wretched assailant. The developers have made full use of motion capture techniques to ensure fluid character movement. While the game's environment is made up of a simple green grid, the backgrounds promise to be gorgeous, with much smarter-looking characters than those in the Model 2 versions.



Squaresoft are about to release their first shooting game, a horizontal scrolling shoot 'em up called *Einhandler*. Gameplay is continuous, with no pause between stages or changes of scene. Loading is carried out during gameplay. 'Lights' and 'camera' are the key words in this game. Backgrounds are ominously dark, with developers making full use of search-lights, and the buildings are illuminated by neon. The game is typically Squaresoft in style, the graphics are beautifully realised and backgrounds appear real and movie-like, as in *Final Fantasy VII*.

The strangely titled adventure game *R?MJ Mystery Hospital*, from Bandai, should reach shops by the winter. The game is set within a 3D environment and you are cast as the main character, Harime, who must escape from a hospital by solving a series of puzzles and mysteries. Controls by five buttons on the joystick, each one corresponding to one physical sense: sight, smell, etc. — and you can select different items like maps or virus checkers. Other NPCs will appear during the game and the player must gather information to solve the mysteries. *R?MJ* has multiple solutions. After numerous robot games, *Dragon-Ball*, the costumed Power-Ranger and bit-mapped Tamagochi, we're not used to such impressive graphics from Bandai, but with *R?MJ* Bandai have finally introduced a gorgeous-looking adventure game.

The other big news of the month was the third annual PlayStation Awards — hosted by Sony. After a gigantic introduction with traditional Japanese drums, Sony awarded 13 titles as follows: More than 3 million units sold — *Final Fantasy VII*, More than 1 million units sold — *Biohazard (Resident Evil)*, More than 500,000 units sold — *Tokimeki Memorial Forever with You* (Konami), *Total No. 1* (Squaresoft), *Street Fighter Zero 2* (Capcom), *Arc the Lad 2* (SCE), *Puyo Puyo Tsu* (Compie), *Rage Racer* (Namco), *PaRappa The Rapper* (SCE), *Crash Bandicoot* (SCE), *Soul Edge* (Namco), *Shin-Super Robot Taisen* (Banpresto) and *IQ* (SCE).

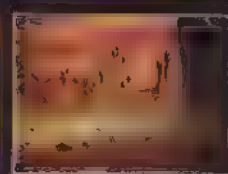






"BEST STRATEGY GAME OF ALL TIME"  
NEXT GENERATION

PREPARE FOR WAR



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# Rally round the flag

**V-Rally clocks up record sales**

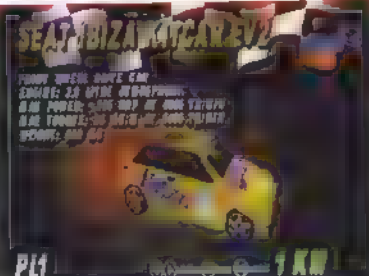
**W**hen people look back at 1997 and think about the best games of the year, surely one title already contending for honours must be Ocean's *V-Rally*. When we reviewed this, in the July issue, we said it was one of the finest racing games around, and you obviously believed us. After being on sale for only one and a half days, *V-Rally* had made it to the top of the all-format charts, selling 14,000 copies – that's 5,000 more than the fantastic PC title *Dungeon Master* sold in its first week.

When we spoke to industry chart compilers ChartTrack, they told us that on y three other PlayStation games (*F1*, *Resident Evil* and *FIFA '97*) had sold more than *V-Rally* in their respective first week of sales. And this added to the fact that *V-Rally* is the best selling game on the PlayStation so far this year. Ringing round a few shops, we



*V-Rally* is the biggest-selling PlayStation game of the year so far. Only *F1*, *Resident Evil* and *FIFA '97* have sold quicker.

found sales had been outstanding, country-wide. When we spoke to Game in Meadowhall, Sheffield, sales consultant Paul Leedham told us that the title had sold out and that they were already taking orders for the next batch. 'It's been selling incredibly well. If had to buy a game it would be *V-Rally* – it's the



perfect boy racer's game'. Mail Order specialists 101 Computer Games, in Luton, gave a similar reply; manager Geoff Knox said that they had sold more than 50 copies so far and were still selling a few every day. Ocean put the success of the title down to good marketing, not only was *V-Rally* released on schedule but it hit the market at a time when there was a real lack of decent rally games on the PlayStation.



## Top 20

The Gallup top 20 of PlayStation games on sale now. With last month's placings in brackets.

- 1 (NE) *V-Rally*
- 2 (NE) *Syndicate Wars*
- 3 (3) *ISS Pro*
- 4 (RE) *Alien Trilogy*
- 5 (ENE) *Rage Racer*
- 6 (4) *Tomb Raider*
- 7 (35) *Worms*
- 8 (41) *Soul Blade*
- 9 (RE) *Face To Black*
- 10 (6) *F1A Formula One*
- 11 (RE) *Bust-A-Move 2*
- 12 (NE) *Independence Day*
- 13 (30) *Micro Machines V3*
- 14 (RE) *Head Rush*
- 15 (RE) *Rayman*
- 16 (9) *Ridge Racer*
- 17 (RE) *PGA Tour Golf '96*
- 18 (8) *Tekken*
- 19 (5) *Destruction Derby*
- 20 (NE) *Wing Commander IV*

ChartTrack

## OUT THIS MONTH

THE LATEST PLAYSTATION RELEASES

### July

It finally looks like the PlayStation market is about to turn the corner. As we've said before, the summer market is traditionally a poor time for software, with only the bravest developers releasing their games in a period when gamers spend most of their time playing football, or going on holiday. Unsurprisingly, the biggest games this month have been *Rage Racer*, *ISS Pro* and particularly *V-Rally* – it's a testament to how good these games are that they can sell so many copies in the dormant period. One surprise this month is the incredibly poor sales of *Super Puzzle Fighter II*. For some reason this has fared really badly, with many shops claiming that they're selling only one or two copies. Buy it now, it's brilliant! As you can see from the release list, August looks like being the worst month yet before the upturn, with some very poor titles in the line-up. A couple to look out for on the list, however, are *Rally Cross* and *Transport Tycoon* (which comes bundled with a Sony mouse and mat)

Oh, and don't forget the Prince's Trust disc – it's for a good cause. And don't panic, *Tomb Raider 2*, *Colony Wars*, *F1 '97*, *Rapid Racer* and *PaRappa The Rapper* are still to hit the shelves.

### ON SALE NOW!

Information supplied by Game, in Meadowhall, Sheffield.

<i>VR Baseball</i>	Interplay	PSM21	5/10
<i>Psychic Force</i>	Accclaim	PSM21	7/10
<i>Rally Cross</i>	Sony	PSM22	7/10
<i>All Star Soccer</i>	Eidos	PSM23	7/10
<i>Darklight Conflict</i>	Electronic Arts	PSM21	8/10
<i>Machine Hunter</i>	Eidos	PSM22	7/10
<i>K1 - Arena Fighters</i>	T-HQ	PSM20	4/10
<i>Transport Tycoon</i>	Microprose	PSM20	6/10
<i>PowerSource</i>	Sony	n/a	n/a
<i>WCW Vs The World</i>	T-HQ	PSM20	6/10

PlayStation Magazine

## RECOMMENDS



**Warcraft 2** (PSM22 - 9/10)

Maybe not the most beautiful-looking of games, but *Warcraft 2* will provide you with intelligence, intrigue and incidents. *Command & Conquer* meets the *Lord of the Rings*, this should keep even the most hardened strategy fiend busy for a long time.



**Syndicate Wars** (PSM2 - 9/10)

Having waited months to get hold of the game, we weren't disappointed. Hours of unadulterated fun was had as we guided our agents through a variety of depressing cityscapes, dispatching our enemies with an increasingly vicious collection of weaponry.



**V-Rally** (PSM21 - 9/10)

Ocean's rally game has been a massive hit on the PlayStation, and is the biggest selling title of the year to date. Loads of tracks, frightening speed and great controls make this a racing game that you simply must own. But then you probably already do.



**Rage Racer** (PSM21 - 9/10)

*Rage Racer* is one of the best racing games ever, simple as that. Initially it's a bit slow but when you get into the game, the sensation of speed is incredible – there's no other game with the same feeling. There might only be four tracks but it'll keep you playing for months.



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# Show Business

## The industry gears up for ECTS



The European Computer Trade Show (ECTS) is the biggest exhibition of videogames to take place in Europe. It is far more important to retailers than journalists, however.

**F**or people still reading all about E3, you might be interested to hear about the European equivalent, the European Computer Trade Show (ECTS), which is to be held at Olympia in London from September 7-9. But before you get excited and plan your visit, we ought to say that it's trade only - that means you can't get in unless you bag some tickets.

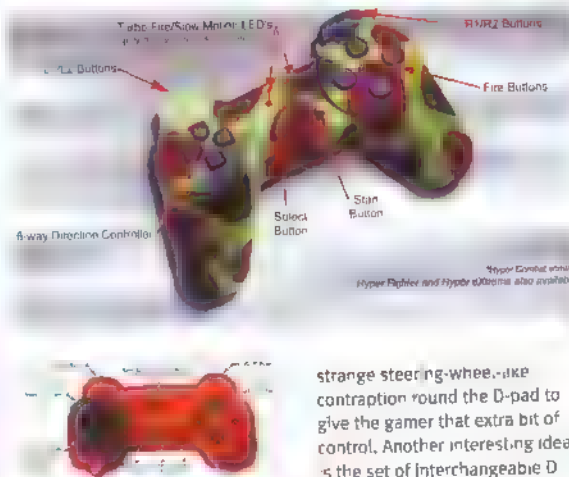
One of the major activities of the show is the ECTS Interactive Entertainment and Games Award, presented on the first night to the best software of the year. So we'll finally be able to find out which game the industry reckons was the best last year: Tekken 2 or Tomb Raider?

Events manager Minnie McBride said: 'ECTS has developed significantly year after year, and in 1997 will demonstrate a dramatic phase of growth. We expect to see up to 200 exhibiting companies at ECTS and believe you will see maybe twice as many represented once you take into account affiliated label and distribution deals'. Last year the show attracted 16,300 visitors, an increase of 19 per cent over the previous year.



## Hyper pads

They're out of control



**H**aving conquered the third-party controller market with the Hyper pads, Fire International are set to introduce a new range of specialist pads 'for the serious gamer'. First out of the box of goodies was the new Hyper Drive pad. Designed with driving games in mind, the pad has a

strange steering-wheel-like contraption round the D-pad to give the gamer that extra bit of control. Another interesting idea is the set of interchangeable D-pads to suit whatever type of game you're playing. Other pads in the collection include the Hyper Extreme pad - a tasteful glow-in-the-dark pad for all those people who enjoy playing in the dark; a wonderful camouflage pad; and blood-splattered-bone Hyper Fighter pad which had to be the most tasteless of the lot. Still, they do the job well enough.



## In Power this month

and Essential

**O**ur sister magazine, PlayStation Power, has gone E3 mad this month, with a massive feature on everything you could wish to know about the world's biggest games show. There's also an in-depth look at the games-translation business, explaining exactly why Japanese games won't work on your machines, and why we have to wait bloody ages for a PAL version of the big NTSC hits. Not to mention a look at games based on Hollywood films. Oh, and did we mention the free tips book, guiding you through *Syndicate Wars*, *Overblood* and *Sulkoden*?

After a short absence for a jazzy redesign, *Essential PlayStation*

Volume Four should be on the shelves by the time you get hold of this magazine. Along with the usual 10 demo disc, containing playable classics like Tekken 2, Tomb Raider, Crash Bandicoot and Porsche Challenge, is a footie special which looks at every game on the PlayStation. And got any friends? Well, you might want to know which are the best two-player games to get for your PlayStation. Both magazines are on the shelves now, so there's no excuse not to go out and buy them. Recommended by the Official UK PlayStation Mag.



## GREAT MOMENTS IN VIDEOGAMING

Number 23:

### The Extreme Oval in Ridge Racer

The oval is a bit of a beast. You soon manage to catch up with the... pushing you up to... the distance. After another... you're up to third - now it's... ready start to get... you're going to... next block on a corner... at the best of... alone at 330kph. Done in Nov... there's only you and the... in the lead. Hi.

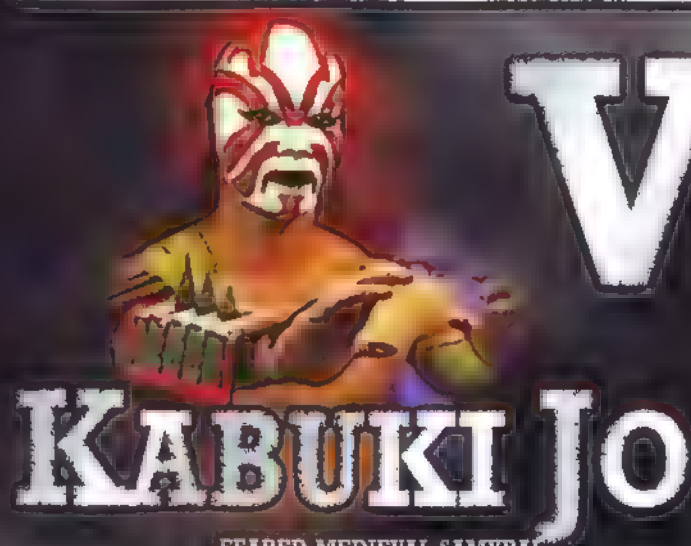
this slip... gets... doed...





# War Gods™

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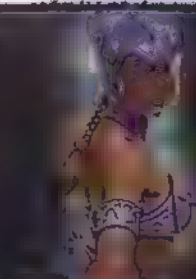


FEARED MEDIEVAL SAMURAI

Vs



AVENGER OF A LOST CIVILISATION



VALLAH

A VIKING GODDESS

Vs



PAGAN

A MISTRESS OF THE BLACK ARTS

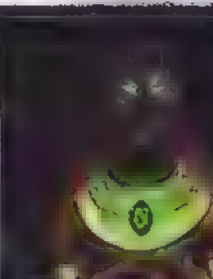
WARHEAD

A SUPER-HUMAN FIGHTER

Vs

CY-5

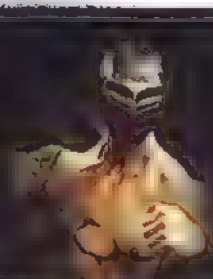
AN ADVANCED CYBORG



ANUBIS

HIS SOUL IS CURSED

Vs



MAXIMUS

A MIGHTY GLADIATOR

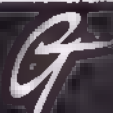
Vs

AHAU KIN

AN EVIL HIGH PRIEST

VOODOO

GOD OF THE VENGEANCE



MIDWAY



READERS' LIVES

# What's the score?

Fast times and PlayStation highs



*Porsche Challenge, Destruction Derby 2 and Ridge Racer - the scores for these games are still coming in thick and fast. But what about Micro Machines V3, eh? Are you any good at that?*

**T**o say it's been a poor month for high scores would be an understatement. Out of all the scores we've received, only five were better than our own. After asking for your best scores on *Porsche Challenge* for the last two months, we finally got some incredible scores - surely no one can beat these? And where are the *Micro Machines* times, eh?

## PORSCHE CHALLENGE

Using the Test Driver on evil mode.

Short tracks	
Stuttgart	42.1
USA	43.7
Japan	44.2
Alpine	46.2

Long tracks	
Stuttgart	59.7
USA	1.01.0
Japan	1.07.8
Alpine	1.22.0

Chris Dobson, Sh. play. Pretty slick driving from Chris, but we're sure that you can do better. Prove us right.

## DESTRUCTION DERBY 2

Lap times

Pine Hill	22.87
Chalk Canyon	49.27
SCA Motorplex	39.11
Caprio Country	21.75
Black Sall Valley	30.95
Liberty City	22.59

Ian Rowsell, Colchester. Good driving, son.

## RIDGE RACER

Using the Devil Car and a Negcon Pad

Beginner	58.515	1m57.178
Beginner (extra)	47.932	2m28.014
Mid	47.932	2m28.014
Mid (extra)	49.984	2m35.929
High	1m12.172	3m30.436
High (extra)	1m13.023	3m30.436
T.T.	1m07.668	3m33.922
T.T. Extra	1m08.196	3m30.454

Matthew O'Neil, Luton. He gave us his email address (Mash@Enterprise.net), so anyone who beats his scores could let him know someone, please beat his scores. They're not great.



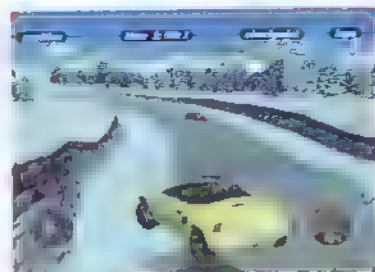
# Feel the power

Bargain at only a fiver!

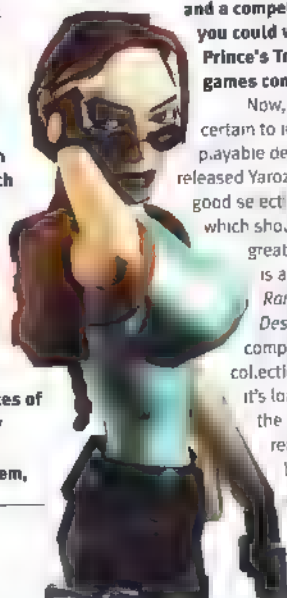
**N**ow the Prince's Trust disc is finally on the shelves, we thought we'd give a brief review of the CD to let you know what you're getting for you £4.99. Firstly in the video section, you can watch the *Blown Away* video, a great piece of film featuring loads of clips of the best PlayStation games, including some which aren't even out yet, like *MDK* from Interplay and *Depth*, the underwater exploration game from Sony Japan. There are two more pieces of film: *Net Yaroze* which, funnily enough, is all about the new PlayStation development system,

and a competition video explaining how you could win a grant from the Prince's Trust to set up your own games company.

Now, on to the things which are certain to interest most people - the 10 playable demos, including the first ever released Yaroze video, *Snave*. There's a good selection of games on the disc which should give any newcomer a great idea of what the PlayStation is all about, the best being *Tomb Raider*, *Porsche Challenge* and *Destruction Derby 2*. This compilation serves as a great collection of games for anybody, and it's loads of money to charity in the bargain - what other reason do you need to buy one?



*Porsche Challenge and Destruction Derby 2 both appear on the Prince's Trust disc. It's all for charity, too.*





# RAYMAN JUST TURNED PLATINUM!



## RAYMAN

Ubi Soft

There's never been a platform game like it. When Rayman came out in 1995, it scored more than 90% from all the main magazines and raced to the top of the charts. Now Rayman's back on the PlayStation in a new budget priced Platinum version. Miss it and turn green.



# Mental Kombat

As the new footie season approaches, *Actua Soccer 2* is ready to take on the might of *ISS Pro*. With this in mind, Steve 'Actua' McKeivitt, takes on Jon 'PRO' Sloane in the Autoglass DAF-Leyland Mental Kombat preliminary qualifying round one replay (Northern Section). Should be a page of two halves.



**Name:** Steve McKeivitt **Age:** 30 **Job:** PR manager with Gremlin Interactive **Favourite games:** Although he supports Wigan, Steve is also a footie man through and through. *Actua Soccer 2* is his favourite game, with *Actua Soccer* a close second.



**Name:** Jon Sloane **Age:** 30 **Job:** Product manager with Konam **Favourite games:** Being a martial arts expert himself, Jon is a massive fan of beat 'em ups. And although he's gagging for *Tekken 3*, *ISS Pro* has been keeping him well occupied.

## We predict...

that next month's top 10 selling games will look like this. What do you reckon? If you can get any closer to the final 10 than this, with your guess, then we'll send you whichever game is at number one. Answers on a postcard to the usual address, labelled 'Top 10'.

1. (1) *V-Rally*  
Ocean
2. (5) *Rage Racer*  
SCEN
3. (3) *ISS Pro*  
Konam
4. (2) *Syndicate Wars*  
Electronic Arts
5. (6) *Tom's Raider*  
Eidos/Corn
6. (NE) *Relly Cross*  
SCEN
7. (4) *Alien Trilogy*  
Sierra
8. (8) *Soul Blade*  
SCEN
9. (RE) *PGA Tour Golf '99*  
Platinum
10. (7) *Worms*  
Platinum

## QUESTIONS

## STEVE ACTUA

## JON PRO

1. Who is responsible for the concept of <i>ISS Pro</i> ?	Terry Pratchett	1/1	Terry Pratchett	1/1
2. In which decade is <i>Agent Armstrong</i> set?	2000	0/1	2010?	0/1
3. Who programmed <i>Little Big Adventure</i> ?	Delphine	1/1	Delphine	1/1
4. What have <i>Overboard!</i> and <i>Colony Wars</i> got in common?	Both from Psygnosis	1/1	Both from Psygnosis	1/1
5. The Orcs take on the Humans in which PlayStation game?	<i>Warcraft 2</i>	1/1	<i>Warcraft 2</i>	1/1
6. What is Roscoe McQueen's profession?	Fireman	1/1	Pilot?	0/1
7. What type of game is <i>Area 51</i> ?	Shoot 'em up	1/1	Shooting game	1/1
8. Who published <i>Independence Day</i> ?	Fox	1/1	Fox Interactive	1/1
9. What does MDK stand for?	Murder Death Kill	1/1	Murder Death Kill	1/1
10. Which is better, <i>ISS Pro</i> or <i>Actua Soccer 2</i> ?	<i>Actua Soccer 2</i> , of course	1/1	<i>ISS Pro 2!</i>	1/1

## VERDICT

9 - Good scoring from the *Actua Soccer* boy, but will his game get the same high marks?

8 - Came off second best in a 17-point thriller, but his game is still the one to beat.

# QuizStation



The football season beckons. Manchester United prepare to defend their Premiership crown. *Actua Soccer 2* takes on the might of *ISS Pro*. And, most importantly of all, Future United begins its assault on the Bath TNT League Division 6. So, as post-Majorca tanned footballers go through the pre-season paces, you can try jumbling up with a few of our questions about *Actua Soccer*. Footie, to you and us.

**Answers on a POSTCARD to:**  
QuizStation 23, Official UK PlayStation Magazine,  
30 Monmouth Street, Bath BA1 2BW. Entries to us by September 8.

## The questions

- 1) Who play at Elland Road?
- 2) Terry Fenwick is manager of which club?
- 3) Where do Stockport play?
- 4) Whose nickname are The Gas?
- 5) Who does Petr Katchouro play for?
- 6) Which two clubs play at St James Park?

Answers to Mental Kombat  
(1) Terry Pratchett (2) The 1930s (3) Delphine  
(4) Both made by Psygnosis (5) *Warcraft 2* (6)  
Fire-fighters (7) Shoot 'em up (8) Fox  
Interactive (9) Murder, Death, Kill (10) Find out  
in PSM next month!





# Transport Tycoon

"... a well executed, easy to play business management simulation that will engross strategy fans."

**8/10 PLAYSTATION PRO**

With Transport Tycoon and a **PLAYSTATION™ MOUSE & MAT** included, the most powerful transportation empire will soon click into place. The popular PC hit has arrived at last for more success than you'd ever dream possible. An enhanced rotational 3D isometric view with point and click interface, takes away the laborious chores of other sim games leaving you with the simple life and death, make or break decisions to deal with



**ocean**

**MICRO PROSE**



**I** normally set my clock radio so I wake up to the sports news on Radio Five and I lie there for 20 minutes, contemplating my day ahead – this sounds very grandiose but it usually means I'm knackered from the previous night and can't face getting up just yet.

After a hurried breakfast, spent reading the Ceefax football pages for transfer speculation, I set off on my five-minute amble to work (It can take 10, if tourists are rife). I try to get to work by 9.30 but, more often than not, I get to my desk around 9.45 (more like gone 10 – Ed). Once I've sorted out post it's time to check my schedule to see what the editor, Rob, wants me to do for the day. I tend to spend at least a whole day working on one story – be that a PrePlay or a news page. PlayTests take longer, depending on how long it takes to play the game.

The early weeks of the schedules are very different to the last week, with the stress of deadline still feeling a long way off. During the quiet weeks it's common for PR folk to descend on the office with their latest games, and sometimes they ply us with food and drink – which makes no difference to how we regard



A strange, mutated alien life-form grins like a maniac. And a Klingon (right).

# Work, Rest, and PlayStation

their games, but is very handy when you note my salary. Every so often, when I'm working on a Primal Screen feature, I'll also have to visit development teams – and very occasionally I get the chance to visit companies abroad. While I'm yet to experience America or Japan, there's something to be said for cruising down the Rhine, drunkenly chatting to William Shatner while fending off rampaging Klingons. It's certainly better than the Marks and Spencer sandwich factory I spent a summer working in while at University.

The last week and a half of the issue isn't quite so pleasant. I spend that time working on the loading section, trying to make sure the news we run is as up-to-date as possible. This means lots of trawling the internet, plenty of phone calls to people in the industry, and a fair amount of getting shouted at by Rob, and my dep ed, Steve. Late nights are common, but I rarely need to stay past eleven. Rob, Steve, Lisa – our Product Editor – and the art team have occasionally needed to work right the way through the night.

It's always interesting when I meet people outside the industry and they ask me what I do for a job. When I tell them I write for a games mag, they normally call me names – 'jammy bastard' is a particular favourite. People have this impression that I spend all my time playing games, but that's not right... it's more like 75 per cent of my time. Okay, I do

Imagine spending your working day playing and writing about games. Surely there can't be a better way of earning a living? Probably not, actually. Andrew J. Collins is the man on PSM that makes the tea, takes the abuse, and slaves over a hot keyboard every day so that you get to read about PlayStation games...

get to review my fair share of games, but although this sounds great (and more than often it is), every so often you get handed a truly terrible game. And it is so frustrating to know you've got to play this game for a few days. But then when you get a good game, it's wonderful – back in issue 19 I was given the onerous task of reviewing *Soul Blade*. It's then that you realise that you're in a pretty good job after all.

When it comes to reviewing a game, everyone has their own way of doing it. I prefer just to put my feet up in the games room, stick the game in the PlayStation and play. I take notes as I go along, so I remember to mention the bits that stand out. Once the game is played, it's time to start writing. Quite often we start the writing with only a rough idea of the mark, but this always becomes clearer as the review reaches completion. If I'm not too sure what mark to

give a game, I'll confer with Rob or Steve to see what they thought of the game – we all try to play every game so that the team have a rounded view.

People think that writing for a magazine like ours is easy, but it isn't. In fact it's bloody difficult. It takes an age, working out how to write each piece, thinking about what you lot want from a magazine. Sometimes I get it right but other times... well, they do say you learn from your mistakes.

When I leave the office, I'll often call by The Loft 'for a quick one or three'. Once home, I grab some food and slump in front of the TV, catching up with the soaps or football. I've even been known to slap *Tekken 2* in the PlayStation if I'm feeling reckless...

You might think that journalism is some kind of rock 'n' roll lifestyle, but that can be pretty difficult on a nine grand a year.

## ON THE JOB





# actua

# GOLF 2

# play golf to the new standard

The original and classic Actua Golf was a benchmark in golfing action. Now Actua Golf 2 sets the new standard. Take on six new courses, including the world famous Kiawah Island Ocean

Talisman.

Sound by live commentary.

It's the finest golf game you can buy. Again."

**PlayStation Power970**

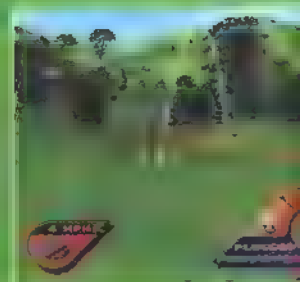
"...good enough leap forward from the original"

**Computer & Video Games 4/5**

This represents a significant leap forward over the already impressive



## PlayStation



# actua SPORTS



COMING SOON  
TO PC CD-ROM

CATCH US ON  
THE WEB

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Website: <http://www.gremlin.co.uk> All trademarks are the property of their respective holders.



# Primal Screen

Want to know the future of PlayStation games? Luckily, you're in exactly the right place. Over the next few pages, we'll show you all the new titles that count...

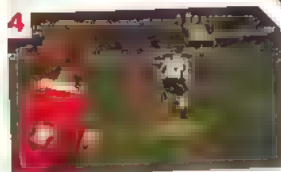
## Actua Soccer 2

Heavyweight contender

**(1)** The detail at free kicks is very impressive. Players even try to steal an extra yard. **(2)** That must be a foul! **(3)** In real life, this game would have been cancelled ages ago. **(4)** The kits are spot-on - right down to the badges on the shirts.



situations where you'll get a choice of plays, rather like the *Madden '97* style. If you don't like these, then you can just play it the normal way.



kick - you don't have to press three buttons to pull off a move.

There's a chip shot which can be used for beating the keeper or you can just dink it over an opponent and run around them. It looks really nice and it's a really useful tactic. We've developed a different system for the dead ball.

You've just signed Alan Shearer to help you develop the game. How do you plan to use him? Tony: Rather than just market the Alan Shearer name, we want to make him part of the game. He's going to devise some playable scenarios - for example, when Newcastle were 3-1 down to Leicester last season, with 15 minutes left, and Shearer scored

Style: Football 5m  
Publisher: Gremlin  
Developer: In-house  
Release date: October '97

With the arrival of the excellent *ISS Pro*, our expectations of a PlayStation football game were forever raised. But how does that make those developing a similar game feel? If they're Gremlin Interactive and the new game is *Actua Soccer 2*, it makes them feel like they've got to try really hard to beat the best, that's how.

We travelled up the M1 to have a chat with producer Tony Casson and lead programmer Phil Rankin:

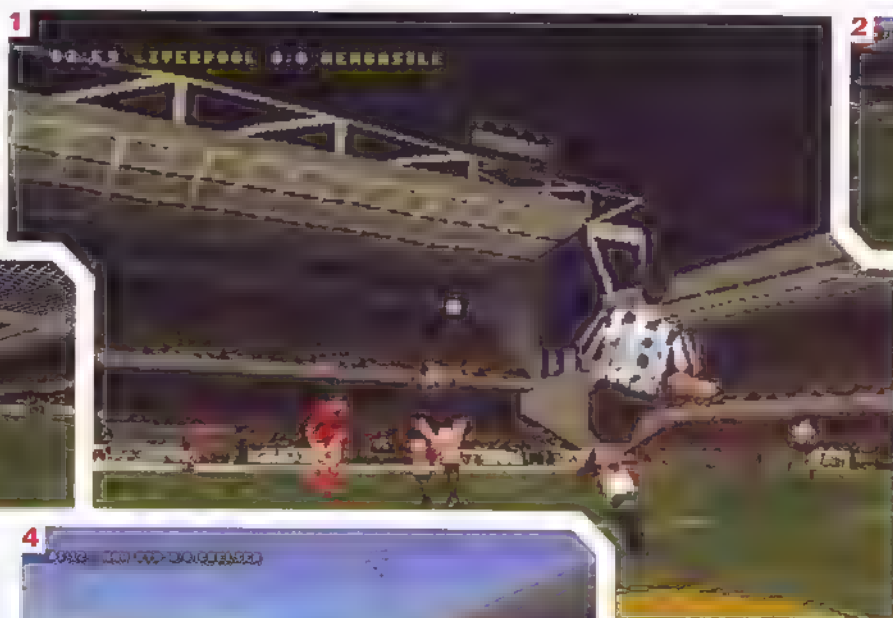
The FIFA games have shown that the control method can make or break a football game. How will you control the players in *Actua Soccer 2*?

Phil: Whereas the original *Actua* was more of a football simulation, the sequel will be more like an arcade game. We've tried to simplify the controls. Triggering the special moves in the original was too difficult - half the time it didn't work. In this one it's more like *ISS Pro*, where when the ball's between players you just hit shoot once and the guy who's collecting it will do the thing immediately. For example, if it's coming over his head, he might turn and shoot or do an overhead





(1) Each of the Premier League grounds is accurately represented. (2) They all have a fancy big-screen TV - even Wigan! (3) England Captain Alan Shearer is 'helping' with the game. (4) Judging by those floodlights, we'd say that's Huddersfield's ground. (5) Is that Upton Park?



a hat-trick. This introduces him to the game proper, rather than just putting his name or image on the box. Alan will be helping with the strategies of the game, suggesting things like set-pieces, special moves and formation as well as adding his A.I. Time X which you'll be able to play.

The graphics were very good in the original *Actua Soccer* - how will they be improved?

Tony: As we mentioned earlier, Alan Shearer and Liverpool's wonderkid Michael Owens will be helping with the motion capture for the outfield moves and Sheffield United's Simon Tracey has done all the goalkeeping for us. We're using the same 10 camera system that we used for *Actua Ice Hockey*, so the matches should be pretty special. When we captured Simon Tracey, he started off with really easy stuff, like standing for a penalty or free kick, and ended up with diving the length of the goal with the ball. We had to be careful with him. He's a powerful player and when he was kicking the



ball he nearly hit the camera a few times.

The sound is a very important part of any sports game but it's particularly important with a football game. What are you going to do for the sound in *Actua Soccer 2*?

Tony: We've got Barry Davies and Trevor Brook doing the commentary. It's being designed like the co-commentator system in *Actua Golf 2* where they bounce ideas off each other. With the scenarios they'll be able to do

a little introduction to each one. We haven't written them a script this time - they'll just make it up as they go along.

To get the atmosphere sounding right we're trying to get hold of crowd sounds from every league ground. This way we'll be able to use sounds from both the home and away fans for each team to suit their performance in the game. For overall sound we'll be using a DAT recording we took from the Sheffield United v Crystal Palace match at Bramall Lane last season.

Why are people going to fork out cash for *Actua Soccer 2* rather than *ISS Pro*?

Phil: This is going to be the definitive fans' football game with all 92 teams. Everyone who's working on the game loves football and has been playing football for 30 years or more. We might not be able to write it down, but we know subjectively what makes a good football game - we know when it feels right.

What type of research did you do before you started the game?

Phil: We got hold of a *Virtual Striker* arcade machine and also grabbed every football game we could find from a videogames retailer, then played them to death for six weeks until we came up with a huge document detailing what we thought made a football game good and added lots of ideas into that. We think it's going to be a truly great game.



There are loads of different views available. (1) This isometric view is of David James making a great save. (2) Surely everyone will recognise this 'sensible' view. (3) Now it looks like you're in the stands at a Premier League game - probably the best of the lot.

[illegible]
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ACTIVE

Thou shalt kill

# APOCALYPSE

The end begins this Autumn.

LOADING

52.5% COMPLETE



# Street Fighter EX Plus Alpha

Close encounters of the third dimension

Style: 3D beat 'em up  
 Publisher: Virgin Interactive  
 Developer: Capcom  
 Release date: September '97

Think of 2D beat 'em ups and no doubt the *Street Fighter* games will be the first that spring to mind. Capcom's classic series has been wowing arcade fans since the first instalment in 1987 and has since grown from strength to strength, with the 2D fighter reigning supreme until the company chanced a foray into the 3D world.

This new 3D version, which



(1) Chun-Li mounts an aerial attack against Ken.  
 (2) Her famous leg wobble. (3) The fancy Replay mode.



was originally known as *Street Fighter Golden* in the arcades, is said to have been one of the top PlayStation games at the recent E3 show in Atlanta. The characters have the same moves as they did in the 2D games, so gamers familiar with the original games will find it easy to pick up the joystick and fling fireballs at their hapless opponents. We played a Japanese version recently and couldn't help but be impressed

by its smart new 3D apparel. We spoke to the developers about its conversion:

Firstly, why go into 3D, given the success of previous 2D games? The main purpose of developing *SF EX* was to find out how the *Street Fighter* characters would make the transformation into 3D using polygons. It started out as a R&D exercise but because the results were so good we decided to proceed into full production

*Street Fighter EX* wasn't received particularly well in



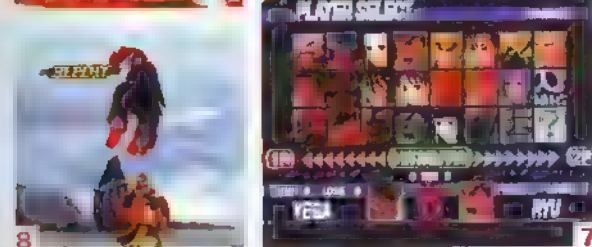
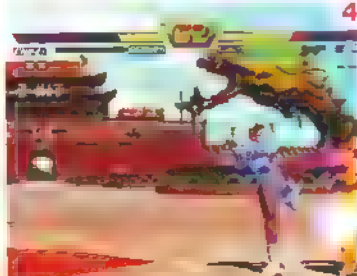
(1) Neatly missing a fireball, Ken does his best to put both his feet straight down Ryu's throat. (2) Not content with breaking his ribs, Ken aims 'under the belt' for this kick.



the arcades. Was there any question of you not doing a home conversion? No, but we didn't just want to do a straight conversion, so we took the arcade version and enhanced it by packing it full with new characters, Time attack, Survival modes and even a Watch option that lets you pick two characters



(1) The Forbidden Palace. (2) Great haircut. (3) Special moves are greeted with some nifty effects. (4) More wobbly leg fun. (5) Ken finally gets a punch in. (6) A soon-to-be backward kick. (7) 24 fighters. (8) He can fly.



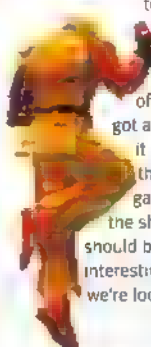
and watch them fight. Anyone who has played both versions of the game will agree with us that the PlayStation version is better. It plays faster and the graphics look much improved. We reckon the PlayStation title is at least one and a half times better than the arcade.

## Why will it be better than any of the other Street Fighter games?

Well, it includes some of the best fighters in the series, some really great special effects and loads of new gameplay modes, so there should be no doubt that it's better than any of the others. And, let's face it, people prefer 3D games.

How do you think *SF EX* will fare against the established 3D fighting games such as *Tekken 2* and *Tobal 2*?

It's a tough market, but *Street Fighter EX* really is going to be tough to beat. The game has adapted to 3D remarkably well and is going to surprise a lot of people. Everyone who got a look at it at E3 said it was one of the best games of the show. It should be a very interesting fight – we're looking forward to it.



How many new characters can we expect to see in the game?

Players will be able to pick from some of the best fighters in street fighting history, including Ken, Ryu and Guile as well as ten totally new characters such as the skeleton fighter, Skullman and Cracker.

Plus there are the usual hidden characters and playable bosses, so you'll have a great range of fighters to choose between, from the small but perfectly formed Chun-Li to the classic rubberman, Daimitan himself.



Will you still have the same control system, or will there be a new style for the extra dimension?

We've adapted the traditional *Street Fighter* controls, so everyone is instantly familiar with the characters. The 3D aspect doesn't change the gameplay too much, so

it should be easy enough just to pick up the joystick and start laying into your mates immediately.

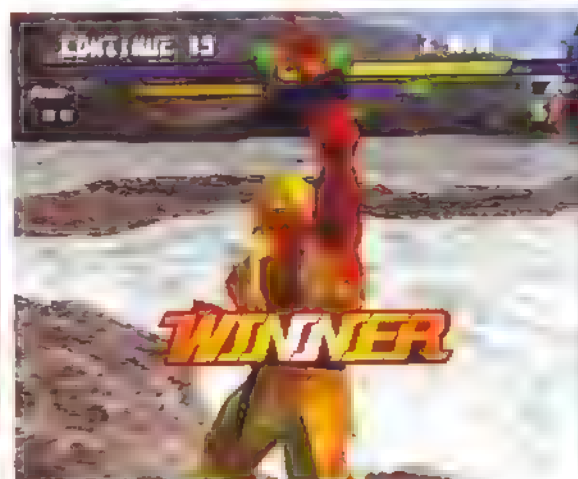
What's going to be the best bit of the game?

That's a tough one because there are so many really great parts, but if I had to pick one I think it would have to be the way the game feels. It plays like a dream. Everything works just right, from the controls to the amazing special moves.

Hopefully people will enjoy this 3D version as much as the originals.

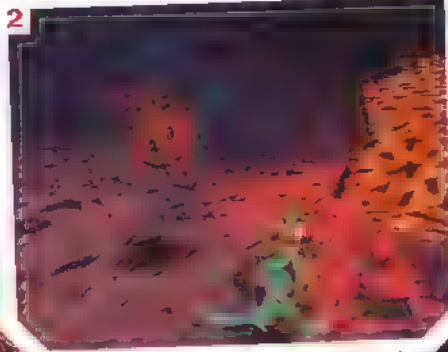
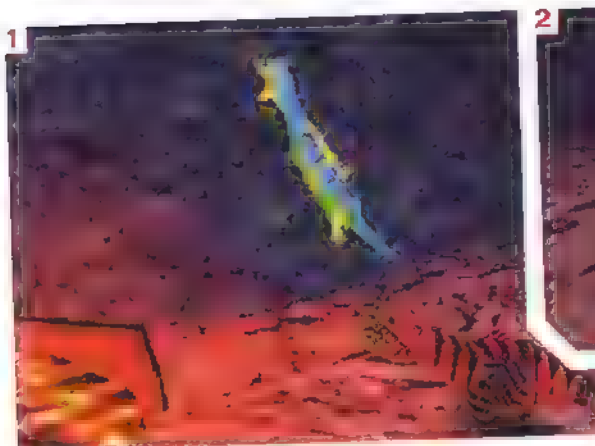


This could be a very nasty fight with Garuma, master of the 'spikes popping out of the head' technique, taking on Gouki (Akuma to you and us). Surprisingly spiky-head lost out, again.



# GEX: Enter The Gecko

The doors are open...



Style: 3D platformer  
Publisher: BMG Interactive  
Developer: Crystal Dynamics  
Release date: Jan/Feb '98

The recent Electronic Entertainment Exposition (E3), in Atlanta, is the biggest games show in the calendar. One of the highlights was *Gex: Enter The Gecko*, by Crystal Dynamics, a 3D free-roaming platformer which promises a whole new take on the genre, as far as the PlayStation is concerned. Our agent caught up with their vice president of international marketing, Scott Steinberg, to discover more...

**Describe your game in 100 words**  
*GEX: Enter The Gecko* is a free roaming 3D character action game that stars a gravity-defying, wise cracking gecko lizard named Gex. The game pushes the processing horsepower of the PlayStation in ways never before seen, with graphical brilliance and exploration-based gameplay that is quite revolutionary. Gex has 125 unique moves and 3,400 frames of fluid character animation. The storyline has Gex reluctantly recruited by a secret

*X-Files* like government agency to return to the Media Dimension to defeat his arch enemy, Rez, who's taken over the world's TVs. He must travel through 'channels' based on movie genres, including a Horror world, a prehistoric Jurassic world, Space Wars world, Kung Fu theatre, and others. Of course, like any worthwhile agent, he's a

master of disguises, wearing unique disguises, such as a space trooper uniform and a wet suit, among others.

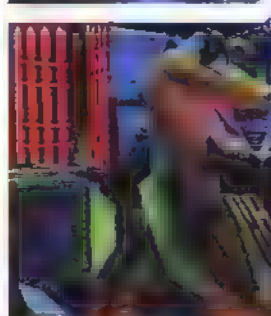
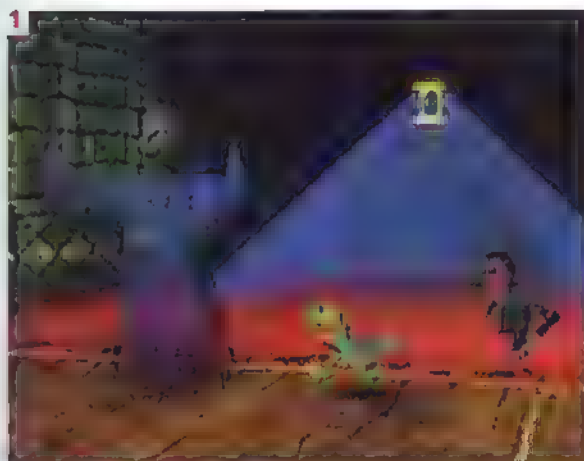
Is there anything in this game that we've never seen in any other? Graphical brilliance in a full 3D, free-roaming environment with no in-level loading. There will also be

## The lizard king can do anything

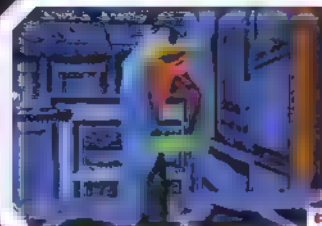
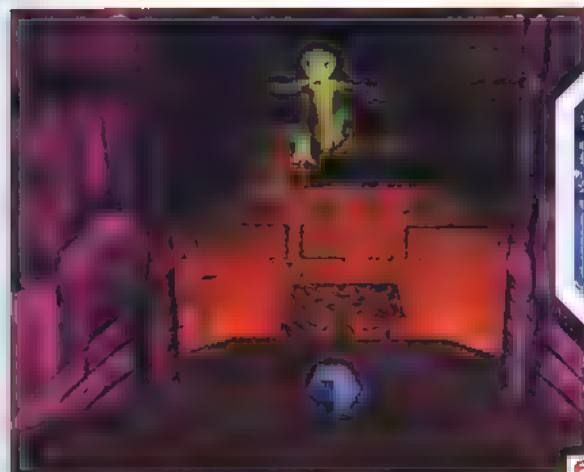


PSM was lucky enough to take a trip to Crystal Dynamics' offices in Menlo Park, near San Francisco, and see Gex in his early stages. Even back in February, the 3D engine looked mighty impressive but the team has spent as much time on the character design. 3,400 frames of character animation!





(1) It's a plausible storyline. Arch enemy Rex has taken over the world's TV and in order to serve notice of a fixed penalty fine for such a heinous crime, Gex must swish his tail through 'channels' based on different film genres. (2) Hanging by the spittle on the end of your tongue is a wondrous gift. (3) One of the most difficult aspects for the programmers will be ensuring the camera dynamics work - but time is on their side. (4) Gex has, according to Crystal, over 125 moves. (5) Got to be the Space Wars-world. (6) A gem of a pick-up.



announced JK comed on as the voice and personality.

Any specific technical innovations to speak of?

We are using a single mesh with an enclosed skeleton for all of our characters, including Gex. This prevents the classic problems with 3D characters - break-up - creating smooth and realistic motion of body parts including arms, legs, tongue and tail. After E3, we went to work, adding software Z-buffering in real time to our feature set. The few days it took to accomplish this has really paid off

in that Gex is now on par with *Crash* aesthetically, but our gameplay is in a full free-roaming, go-anywhere you-want exploration environment. But wait... that's not all. We consider we draw more polygons on-screen than any other game announced on the PlayStation, achieve a high polygon per second count at 512 x 240 resolution, and run at 30 frames per second. The game also uses the PlayStation's ability to do semi-transparent polygons to increase the apparent poly count, incorporates real-time lip-synching for Gex and vertex and dynamic lighting, also in real time. All this translates to a game designed for the PlayStation that ►



• character\* in Gex, with 500 different impressions, one-liners and jokes from a UK comedian lip-synched.

What other games have influenced Gex?

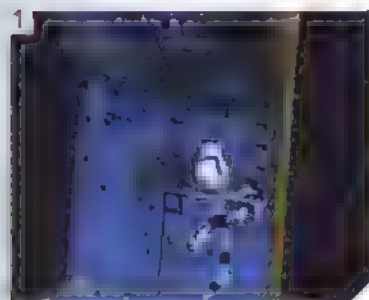
64.

What's going to be the best bit of

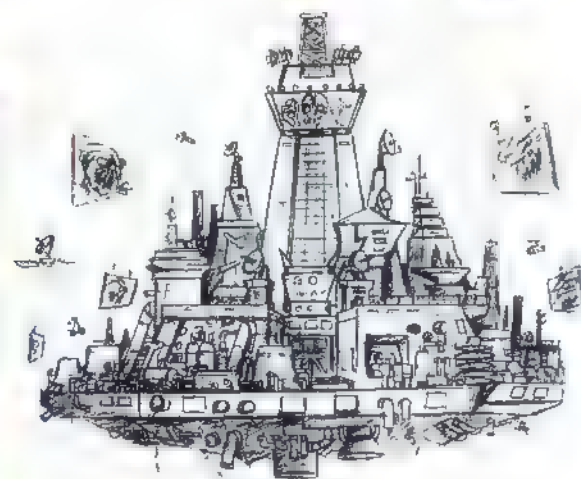
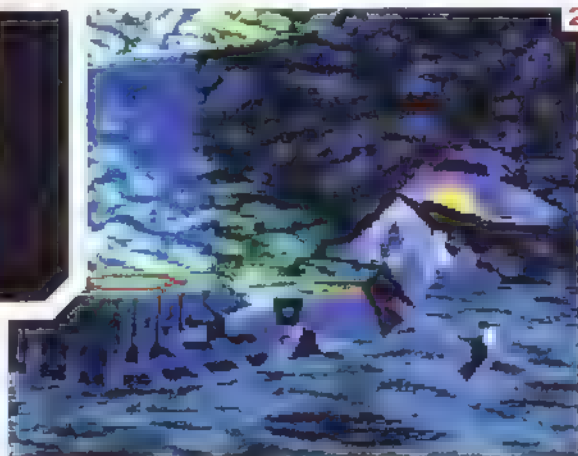
the game? Innovative gameplay.

Why will it be better than any other game of its ilk?

Gex is superior in technology, character design, art and gameplay. The character model is absolutely beautiful. Gex will also have an as yet-to-be



(1) The hero of the hour is a master of disguise. (2) In the Space Wars world, Gex dresses up in an outfit not wholly dissimilar to the one worn by Storm Troopers in the *Star Wars* Trilogy.

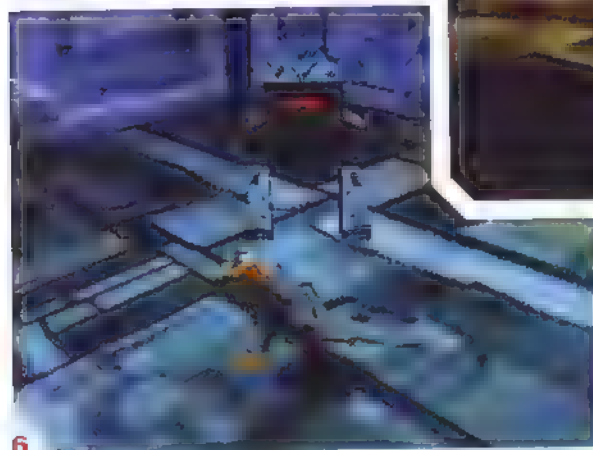
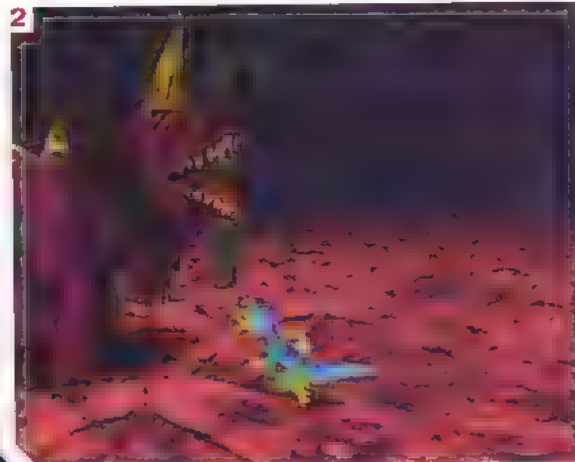
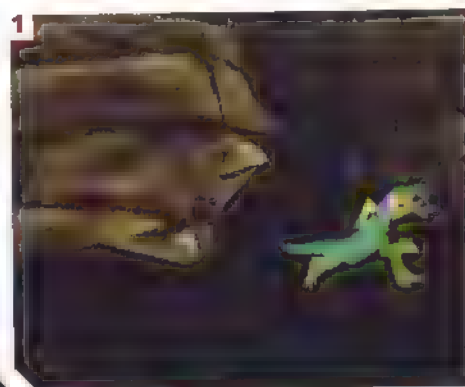


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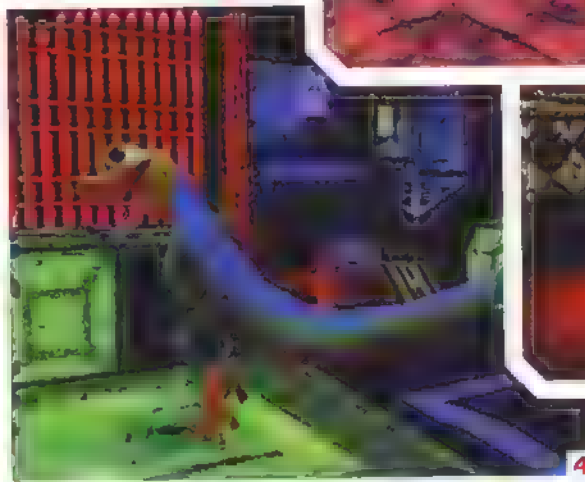
(1) The original Gex is very much a forgotten PlayStation game. All in 2D, see. (2) A big boss dressed in purple and yellow faces the wee lizard. (3) The programmers have used semi-transparent polygons to increase the polygon count. (4) The tail is deadly. (5) Soon to be a thiny lizzy. (6) An unexpected forklift arrives to take on Gex.



6



5



4



3



► pushes the hardware to the extent that it looks 64-bit!

**What's the pedigree of the team?** This team has the best console talent on the PlayStation in technical, design and art fields. Examples of the talent are Glen Schofield, project director - he's an industry veteran, formerly art director of Capcom US Studios.

Adrian Longley & Danny Chan - our technicians, architects of the Gex 3D engine, who both possess huge brains. Designer Evan Wells, who worked on the original Gex as well as being a designer on *Toe Jam & Earl 2*. Dan Arey, another designer who

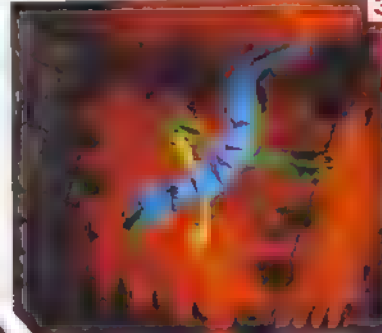
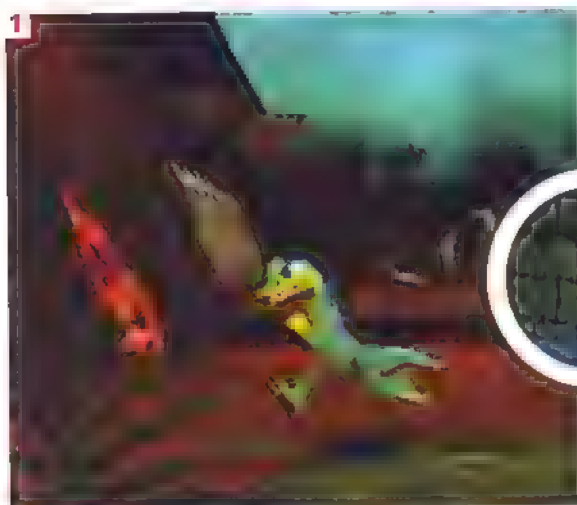
also worked on the original Gex, as well as *Crash 'n' Burn*, *Total Eclipse* and *Batman & Robin* on the Genesis. And Eric Eliot, the lead character artist and animator, who previously worked on *Primal Rage*, *Road Riot 2*, *Defender 2000* and others.



**Why should anyone care about your game?**

Gex is a fundamental revolution on the PlayStation. The consistent feedback we've heard is that no one thought that a 3D free-roaming game with the visual complexity of Gex could be done on the PlayStation.

**Tell us a secret about the game you've told no one else.** Gex has more bones in his 3D skeleton than God gave to real geckos.



3

(1) Publishers BMG reckon they're signing up a well-known comedian to do the voice of Gex. And no clues. (2) He's got real-time lip synching. (3) Not the comedian, the lizard. Fool.



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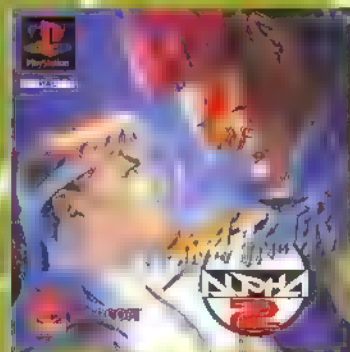
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1



3



2

(1) The detail on the cars is very impressive, we even thought these screenshots were taken from a high-spec PC version. (2) Looks like the Honda team bosses are about to get very angry. (3) The game will be accurate all the way down to the brake lights. (4) Skidding on the grass isn't as bad as it was in F1 but we don't recommend it - you'll lose.

# TOCA Touring Cars Championship

Crash, bang, wallop



Style: Racing sim  
Publisher: Codemasters  
Developer: In-house  
Release date: October '97

If we had a quid for every time someone has asked us if there's a touring car game in the offing, we'd be, well, richer by now. So as soon as we heard about Codemasters' securing of the British Touring Car licence, we shot up to the developers' Warwickshire base to quiz the game's producer, Gavin Raeburn, about the game.

Why did you decide to do a touring car game?

The idea just popped up as something that no one had done before. And with the sport being as big as it is now, it seemed just the right time to do a game

Everyone's jumping on the bandwagon, using the words 'touring car' in their title, but obviously this is the only official one. We've got all the correct names, the correct cars - they've all been laser-scanned to make them as accurate as possible.

The British Touring Car Championship is a very intense motor sport. How are you going to recreate the feel of the game? What we tried to do with this game is get the mechanics as spot on as we can. Touring cars is a high contact sport. It's very rough and there are lots of crashes - that's what makes the sport so different from F1. Because the contact side of things is so important in *Touring Cars*, we wanted to be able to have the cars lean against one another as you go round bends. The contact thing is the one thing we really want to get right - the close racing. Unlike Formula One, where you're always trying to hold your position, with *Touring Cars* you're always overtaking

going to avoid this flaw with *Touring Cars*?

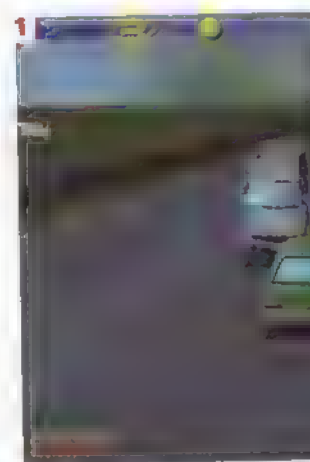
Each driver will have their own personality which will determine how they drive and corner. Some will be defensive, others might take a more aggressive line. If you take action against a driver he might hold it against you for the rest of the race, so if you try to overtake he might not be so

forgiving. This will carry on throughout the game, not just the single race.

What can we expect in the way of graphics?

We've modelled the interiors on all the real cars. When you play in the in-car view, the screen bumps along. It's often a failure of racing games when you play the in-car

These early shots show how far the game has progressed in only a few weeks.



1

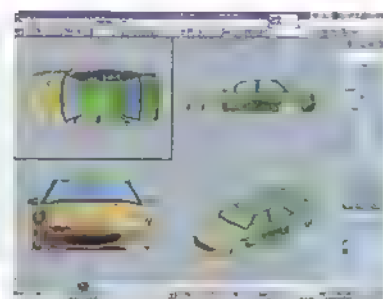
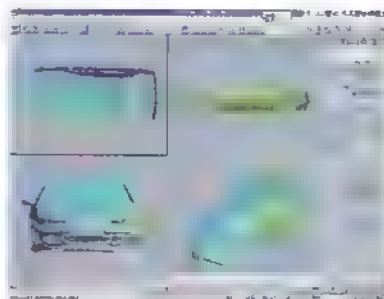
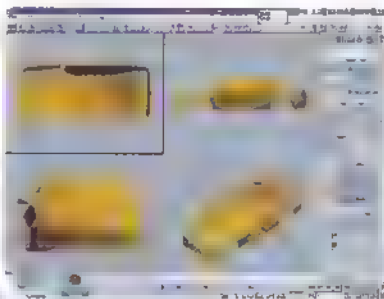


2

(1) Some of the crashes are really spectacular. (2) The team went as far as taking photos of the rumble strips on each track to make sure the details were accurate.



The car models start with a basic map made up of 250 polygons until the texture maps are laid on top. Once in place, it's very easy to alter the shape of the car to make it look damaged.



new and the screen doesn't move - it feels like you're floating.

#### What will the tracks be like?

During the course of one season the championship visits eight circuits, making 16 rounds. Rather than get the track layout right, we got the Ordinance Survey to scan the tracks from aerial maps, then we transferred the data to the game engine. This made the tracks incredibly accurate, so we included an undulating terrain in every other racing game. When you've seen where they've coped with the tracks, they've been really realistic. This is as rough as the real thing. It has the exact data, so the undulation on the track will be the same. It's the experience just right. I've only went to a few races with a video camera and a driver. We've driven round the tracks very slowly, taking a lot of views, so we can try what should be on the track at the right point in the race. We want to get everything right. It's just like you'd see it. The game's circuit also includes sections of the track where players will be able to see the tracks at some point in the race.

well - it's done on an incremental control so you can feather the car round a corner if you want.

#### What other options will there be in the game?

You'll be able to race in the full championship which will be quite a long thing. You'll be able to play a single race or even race with three friends in a four-way split screen which should still run at 30fps.

#### So what's the game going to look like?

You've got so much scope for good effects on the PlayStation, which is what we're spending our time getting right at the minute. For example, you've got the haze on the headlights which we'll always have to a varying degree. It adds so much to the quality of the game. We're trying to keep the

special effects quite subtle, so the game looks quite realistic rather than clean and shiny - we're trying to keep it dark and gritty, just like the sport.

#### Are we going to be treated to the usual guitar rawk, or will the sound be worth listening to?

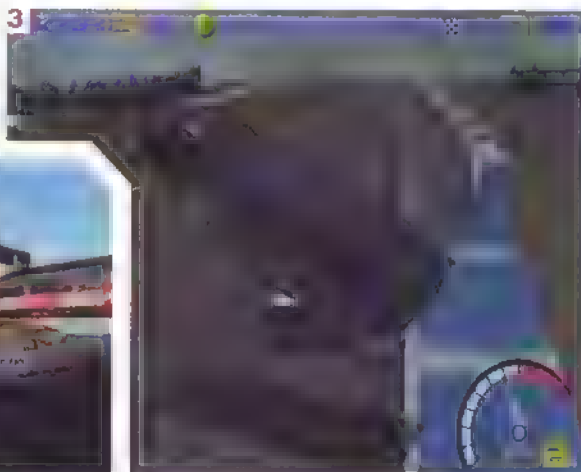
Tim Bartlett [company musician]: For the music we've steered away from the usual guitar sound and opted instead for a more trancey sound. The problem was getting the trance stuff to stay upbeat, so we brought in a local musician to write six tracks for the game. We're really happy with them.

As for the commentary, we're going to use Tiff Needell for the pre- and post-race commentary. We want a more laid-back approach to the gameplay, so all you'll be able to hear is the sound effects. There are five engine noises playing throughout the game - engine noise, gears clanks and the turbo whine. The sounds change

depending on which buttons you press - for example, when you take your finger off the accelerator button, the engine noise subsides.

#### Which other racing games have you looked at in preparation for *Touring Cars*?

If it's out there, we've looked at it. We liked *Rally Cross* purely for the mechanics - it just felt so nice. But *Formula One* was nicely polished. I suppose we've tried to draw the best from what we've seen, and put our own stamp on it. Going back to the AI, games like *Formula One* have a lot of drone cars which just go round by themselves in staggered distances - we're making the cars in our game change racing line every so often.



(1) There are four basic views in the game and this is one of the most dramatic - just try a race like this. (2) On the starting grid and you're ready to go. (3) Because of the style of racing, there are plenty of chances to crash. Fortunately everyone else crashes, too, so you can still win.



#### And *Touring Cars* support the analogue controller?

Yes, a PlayStation we'll make this you need a joystick - it's much nicer. We've got a lot of control as

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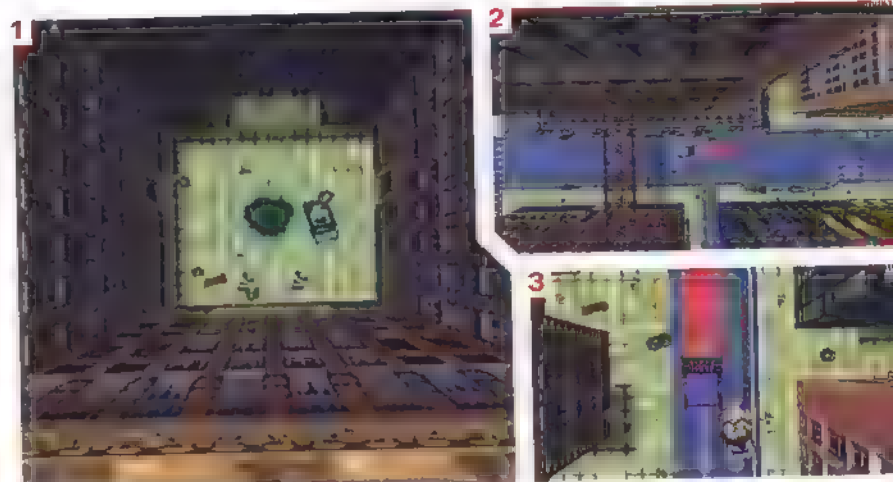
# Grand Theft Auto

The car in front is on fire

Style: Action driving game  
 Publisher: BMG Interactive  
 Developer: DMA Design  
 Release date: November

DMA Design's Brian Baglow has 'Propaganda and Indoctrination' written as his job title on his business card. Let Brian, in his distinctively individual manner, describe DMA's latest project, *Grand Theft Auto*. *GTA* is set to be one of the PlayStation's most bizarre and, indeed, controversial titles. Murder, drugs, corruption, hijacking, arson and kidnapping are but a few of the heinous crimes committed in the game. And as for parking on double yellow lines, well...

But be warned, don't believe EVERYTHING that Brian tells you.



[1] The camera automatically pulls in and out when you travel around the city, affording you the best view possible of the proceedings. [2] Don't be put off by the view. When you're in the thick of the action, you know what's going on. [3] You can hijack anything you like. Do



## DMA Design

When people think of DMA Design, they tend to remember one word. 'Lemmings'. We're talking about a game that has sold over 20 million copies across just about every platform one cares to imagine. About one of the very few totally original games of all time. But DMA aren't doing any more *Lemmings* games. No sir, for animals jumping off cliffs is just a drop in the ocean when compared to the murderous affair that is *Grand Theft Auto*. Assassination, kidnapping, drug smuggling, hijacking and arson are just a few of the controversial elements herein. Essentially, the aim for the player is to rise through the ranks of a mafia crime syndicate - simply by carrying out the boss's orders

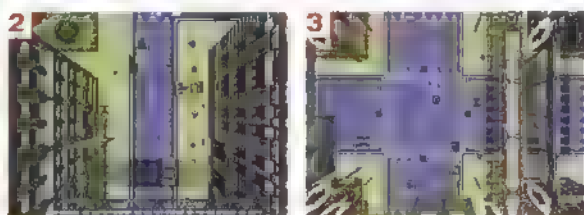


robbery, murder, extortion, kidnapping, double parking and smoking in public? Not forgetting body noises.

**Which other games have influenced *Grand Theft Auto*?**  
Absolutely none at all. The (rather chic) DMA Design logo is your assurance of 100 per cent gameplay originality.

**What's going to be the best bit of the game?**

The smashing orangey bit in the middle. Or possibly roadblocks manned by SWAT teams. Or probably blowing complacent, fat, white, television-watching, fast-food scoffing Americans out of their apartments with rocket launchers. That's guaranteed to raise a smile.



**[1] The action is mission-based and your boss hands you a job - assassinate someone, steal a car or whatever - but you can choose to disobey him. [2] Run the police over for extra bonus points. [3] Could be high jinks at the crossroads...**

**[1] Oh those crazy guys at DMA Design, with their black members on the taxis. [2] Hey, the cities might be in the States, but you can drive on the left. Right? [3] Capture the fire engine. [4] Bit of New Age Frogger.**



**Describe your game in 100 words**  
The City Police Are About To Have A Bad Day: Sen or Citizens, waiting for a bus, have been ordered over 500 yards of city. Cars are stopping wildly on a road - because of the blood being havoc with their brakes. There are 14 reported deaths - and many more are injured. Eight gang members have been murdered since breakfast. Even worse, the substances they were getting into the city area are missing at this time. Nine Drug Enforcement Agency officers have been murdered outside Police quarters and a shipment of explosives, bound for the base, has apparently

disappeared. Welcome to *Grand Theft Auto*!

**Is there anything in this game that we've never seen in any other?**  
How about burning policemen with machine guns, giant 'living' cities, each with over 2000km of roads, gunfights with gang bosses for possession of illegal substances, exploding strippers, a soundtrack featuring Heavy Metal, Industrial, Techno, Hip-Hop, Funk and Country & Western, bent cops, over 35 different types of vehicle - each with individual handling and characteristics - swearing, working Emergency Services (including fire engines, ambulances and police), a subway train - \$1.00 for a ride -



LOADING

77% COMPLETE

primal  
screen

(1) Caught up in an unseemly traffic jam? Why not jump out, hijack another car and murder the driver. (2) Road blocks abound in East Woodside but you have 96 rounds left in your machine gun. Huh, heh. (3) Always time for an explosion, eh?



Why will it be better than any other game of its ilk?

Because it's an electric Elitist called Simon. (OK, sorry! Erm, how about we give you the opportunity to explore the dark criminal underbelly of society?)

What's the pedigree of the team?

Kelth, the project leader, is a direct descendant of King Arthurian

McQue, the lead artist, has been banned from ever entering ANY Pacific rim country. Paul, one of our level designers, believes water is 'special'. Brian, the project coordinator cannot see dinosaurs. The programmers all work in the nude and the whole team is allergic to wheat. Before *Grand Theft Auto* started, the team was responsible for a controversial theory on evolution (eventually settled by a fight), the discovery of a rock formation on Mars and inventing eight new swear words. The programmers and artists were also involved in the invention of a free energy device that was immediately classified and covered up by the totalitarian forces of the United Nations - working as a front for the corrupt, fascist New World Order in league with a force of malevolent reptilian aliens, working to bring about the fall of

markind. The whole team was abducted, implanted, tattooed and returned to their bedrooms oblivious to the grisly fate that awaited them (more next month...)

Why should anyone care about your game?

Peer pressure and Satan

Tell us a secret about the game you've told no one else.

There's a pedestrian in one of the streets of Liberty City who, if approached correctly, will lead you to a nearby strip club. If you have over a certain number of points,

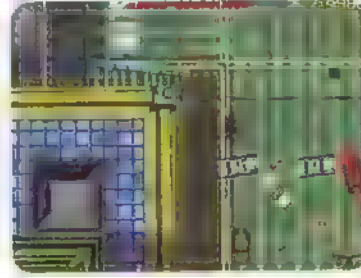
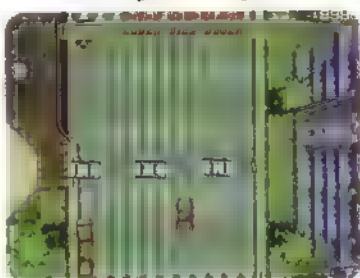
you'll gain access to some of the hottest nude act on ever seen within a videogame

So, with that tantalising - and almost certainly untrue - promise ringing on Brian's lips, we leave him, still twisting and squirming as he tries to escape the soft, yet confining, cotton bonds of his 'special' white suit. Whatever else it may be, *Grand Theft Auto* is one of the most unusual sounding games we've heard of. Not surprising, considering the unusual nature of the team working on it...



And why not show scant regard for the shrubbery while you're there?

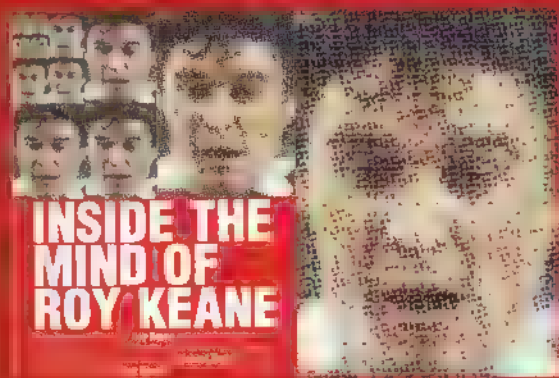
## It's my way or the highway. Buster



*Grand Theft Auto* features over 200 missions. There are 35 different types of vehicles to steal, and according to DMA, some 6000 miles of road to explore, which seems a little excessive to this observer. What is not in doubt, though, is that *GTA* is set to be one of the most controversial releases for some time. Although maybe that's exactly WHAT THEY WANT YOU TO THINK. Eh, Eh!

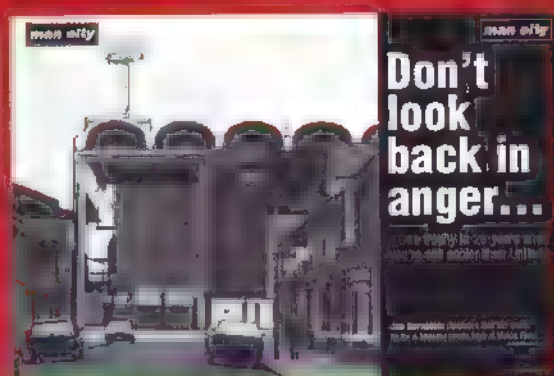


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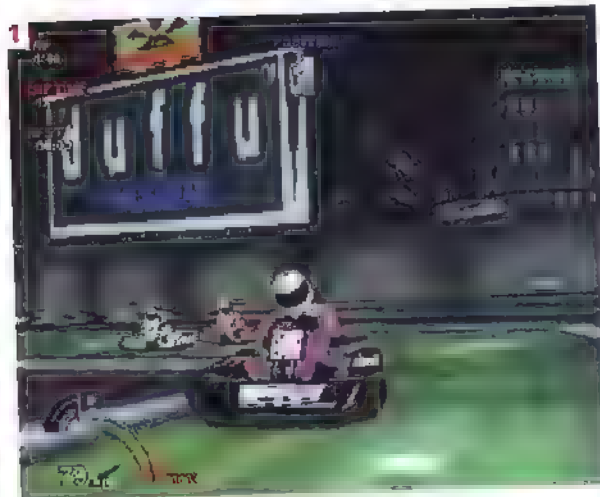


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It's just like the real thing



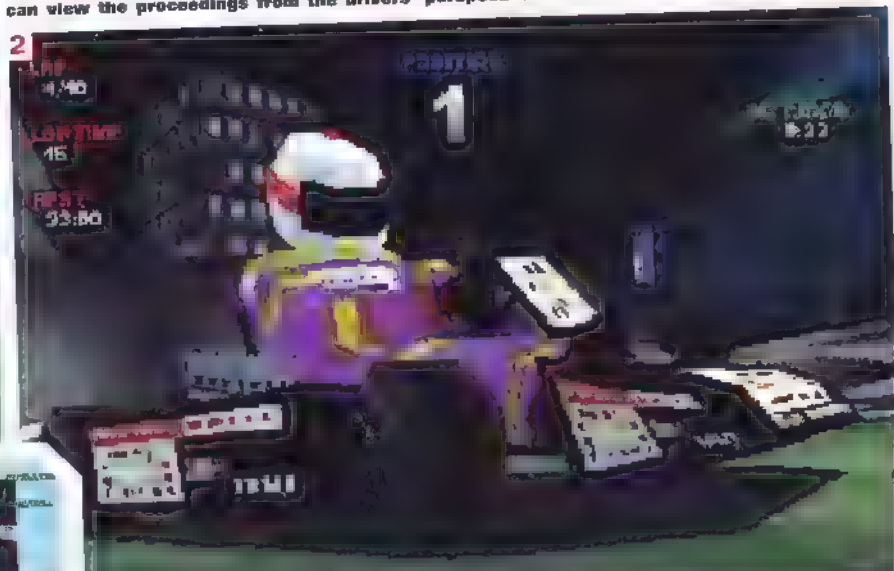
**FORMULA KARTS**



Style: Kart racer  
Publisher: Telstar  
Developer: Manic Media  
Release date: November '97

Remember that bogie you built in days of yore, with its pram wheels and primitive steering system? Well, karts are posh bogies. With engines. Manic Media are constructing their third computer kart racer, *Formula Karts*. Producer Luke Vernon prepares to spill the

[1] The programmers, Manic Media, have used Strange Attractors, a maths principle, to make the AI karts' performance realistic. [2] The game is a 3D, polygonal extravaganza. [3] You can view the proceedings from the drivers' perspective. [4] Sort of in-car, but out-car view.



## edible seeds found in pods...

Describe your game in 100 words  
*Formula Karts Special Edition* is a true 3D kart racing game with motion-sampled drivers, realistic kart dynamics, split-screen play, nine impressive polygon tracks, an Artificial Intelligence system which means that the other drivers really compete with you, and four modes of play (with four difficulty levels), so that even the most experienced driver can really enjoy the game

Is there anything in this game that we've never seen in any other? The accuracy of the kart dynamics. Anyone who has been karting will know exactly how exhilarating, demanding and enjoyable kart racing can be, especially as you can swing out the rear end of your kart as you go into corners. *Formula Karts Special Edition* is the third karting game we've



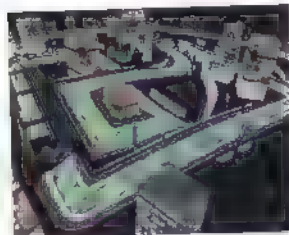
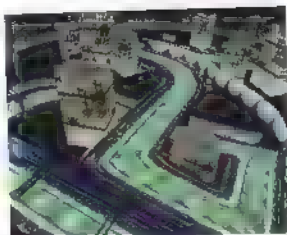
produced and really is what we hope to be the perfect balance between the feel of the real thing along with the excitement and addictiveness found in the best computer games

## What other games have influenced *Formula Karts*?

*Manic Karts*, *Super Karts*, the *Ridge Racer* series (including *Rage Racer*) and the 16-bit version of *Mario Kart*

## What's going to be the best bit of the game?

For the straightforward simulation fans, it's going to be the Championship race. Every part of the game set-up can be tweaked to the player's preference, from the speed at which your steering centres itself, to the damage settings and the steering sensitivity. But for the console game fan, there's the Arcade section, where the player gets



The circuits are set in city centres cleared of traffic and pedestrians. And yes, you get to race in the dark.



(1) The low centre of gravity ensures that even though you're not travelling at, say, F1 speed, it almost feels like it. (2) Although we haven't the screenshots to prove it, *Formula Karts* does have a two-player, split-screen mode. (3) The game features both an Arcade and a Sim section.



Supergrip and Turbo power-ups along with cash rewards for finishing. The player can then take these cash rewards to the karting shop and buy further enhancements to their kart, ranging from larger petrol tanks and engines to better tyres, or even an extra life.

**Why will it be better than any other game of its ilk?**

*Formula Karts Special Edition* is the best kart racing game which really takes all of the nuances of real kart racing and presents them in a form which, I like to think, can be enjoyed by people who have never even before, or who are seasoned veterans. So far, the direct competition for this game hasn't even come up to much and any other

karting game which would like to challenge *Formula Karts Special Edition* would have to be very special indeed. And why is *Formula Karts Special Edition* better than the other *Formula Karts* games? Well, that's down to the power of the hardware — we have PlayStation lighting effects and the power of the machine means that the game also has a split-screen two player mode.

**Any specific technical innovations to speak of?**

Mainly in the detail of the kart dynamics modelling along with the Artificial Intelligence of the other karts. This is based on a

mathematical principle called Strange Attractors and it ensures that the karts not only go from A to B (hooray!) but also go from A to B based on the speed, handling, the course layout, and the positions of the other karts.

Intelligently combining all of these elements means that the other karts really do compete with you from the start to the chequered flag.

**What's the pedigree of the development team?**

The core of the team have worked together before, on our previous two karting titles, but we've also recruited several other top developers from well-known

development houses. We now feel that we have a team that will not only produce the best karting game possible, but will also go on to produce other great games in the not too distant future!

**Why should anyone care about your game?**

If you have a PlayStation and you want to play a great game which will not only show off your machine but also provide you and your mates with a really enjoyable challenge, then you should care about *Formula Karts Special Edition*.

**Tell us a secret about the game you've told no one else.**

There's a hidden course in there somewhere.



And the only pity is that no one saw fit to include a Dodgem car arena.



(1) Visually, *Formula Karts Special Edition* looks rather splendid, although the PC version of the game, it has to be said, has had a rather mixed reception. (2) Anyone who's raced karts will know it's a close-encounters affair — more often than not, you find yourself bumper to bumper. (3) There are nine courses in all, and the four difficulty levels should add longevity.



(1) Graphically, Probe reckon that the game looks like the film. (2) All the characters are motion captured. (3) 'Where's the plot?' exclaims the puzzled hero. (4) You can play Robin and Batgirl. (5) Check out the Batmap. (6) A polygonal Uma. (7) A platform game!

## Batman And Robin

Fighting, shooting, driving and problem-solving

Style: Action game

Publisher: Acclaim

Developer: Probe

Release date: September

Let's be candid, computer game film licences are often the pits; cheap cash-ins, a desperate attempt to flog units to the unsuspecting. *Alien Trilogy* and *Die Hard Trilogy* have been two of the better recent examples and another high-profile film (dreadful though it is), *Batman*

*And Robin*, is about to hit the PlayStation. Probe Entertainment have created a virtual Gotham City in what promises to be one of the more interesting film tie-ins for some time. *PSM* caught up with Probe's Peter Jones...

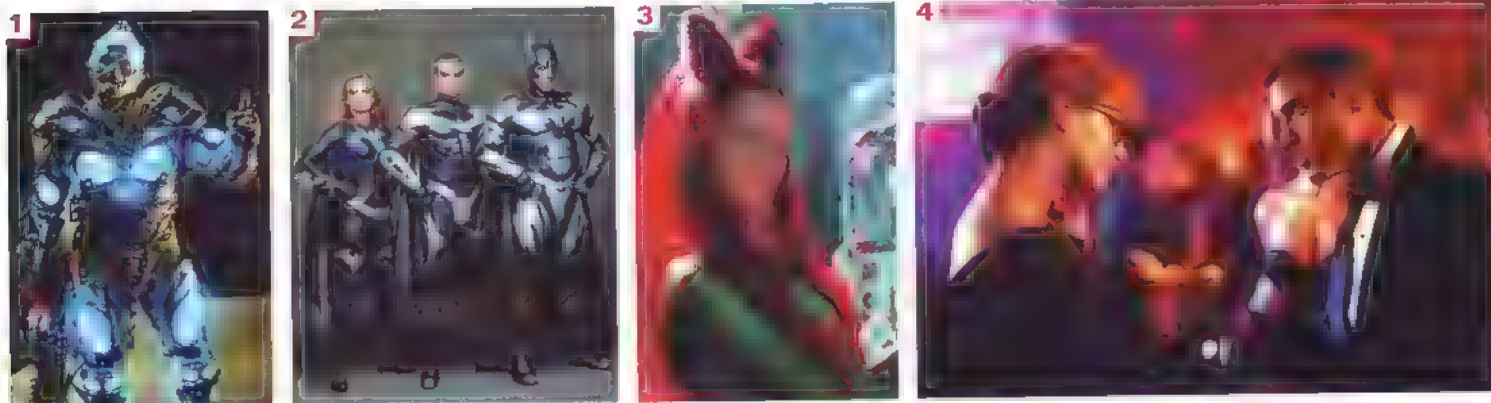
**Describe the game in 100 words**  
A 3D fighting driving arcade adventure which uses *Batman's* fighting and detective skills within a virtual Gotham City. Play either *Batman*, *Robin* or *Batgirl* and use

each of the motion-captured polygonal characters abilities to save Gotham from Mr Freeze and Poison Ivy and the numerous henchmen. Find the clues, work out where to go next in your respective Bat vehicle, and use the heroes' skills and arsenal of weapons to take out the bad guys

**Is there anything in this game that we've never seen in any other?**  
Obviously, there are fully motion captured polygonal *Batman* characters in glorious 3D,

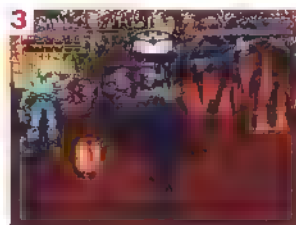
performing punches and back flips and loads of other moves, complete with vehicles from the film. And the whole thing is set within Gotham City.

**What other games have influenced *Batman And Robin*?**  
A huge range of games have inspired us such as *Doom*, *Resident Evil* and *Tomb Raider*. We're all big game players here at Probe, so I suspect that there are titles out there that have influenced us without our knowing



(1) The Ice man cometh (Predictable Lines No. 248). Arnie plays the role of Mr Freeze. (2) 'And you're not going out dressed like that'. Alicia, Chris, George. (3) The only reason to see the dreadful film is Uma Thurman. No, save your money. (4) Here's hoping that the game is considerably better than the flick.





**[1] Who can save Gotham from Mr Freeze? Stab in the dark? [2] Each character has specific skills which you need to learn to complete the game. [3] It's a fighting, driving and arcade game. Lawks! [4] Where bad things will happen.**

**What's going to be the best bit of the game?**

Sosh, there's so much in there graphically and actually it presents the films very closely. We've tried to make every part of the game as good as possible and the team have created an excellent game that, in itself, is the 'best bit'.

**Why will it be better than any other**

**game of its ilk?**

The sheer variety of things to do in the game stops the player from getting bored. Each character has their own skills which the player needs to use in order to complete the game.

**Any specific technical innovations to speak of?**

While driving through Gotham City

Packing the whole of Gotham in wasn't easy!

**What's the pedigree of the team?**

The team have worked on different titles. There's currently about 20 full-time members who, between them, have worked on *Aven Trilogy* and *Die Hard Trilogy*, to name a couple.

**Why should anyone care about**

**your game?**

Because finally, it's a great game that uses a licence for more than its name and exploits the traits of the characters and environments to produce something that is fun and addictive but can't be completed in 10 minutes. A VFM licence.

**Tell us a secret about the game you've told no one else.**

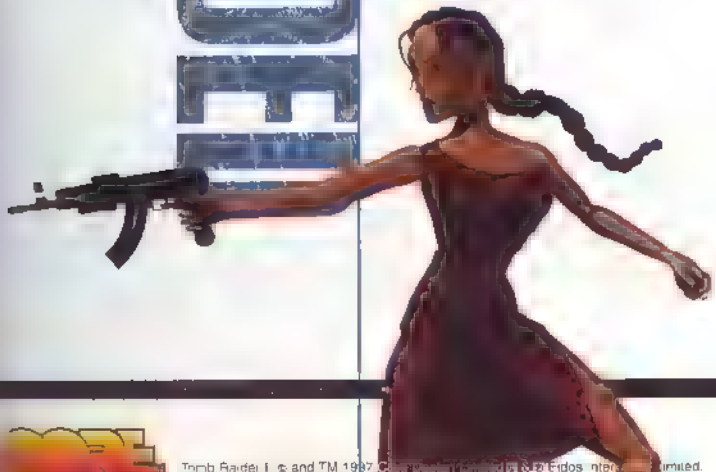
Ooooooh, perhaps the Batcomputer would make a good games console? There's a so lots of secret places all over Gotham City.



# LETHAL

# LOADING

# & IRRESISTIBLE



**TOMB RAIDER II**

COMING SOON ON:



**EIDOS**

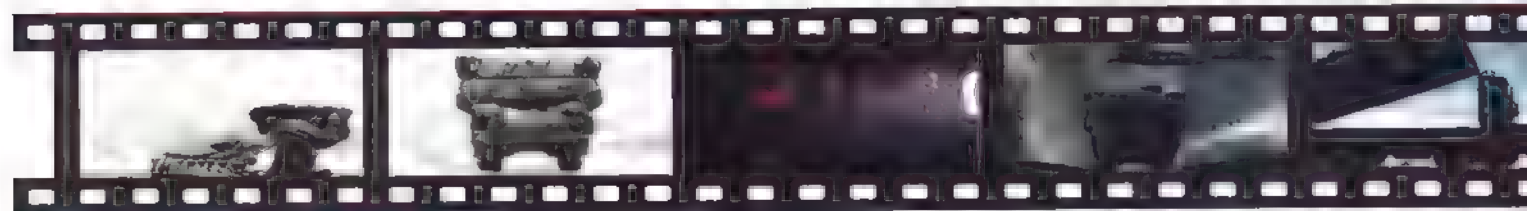
FMV intros

The Top Five



Command & Conquer

Publisher: Virgin Interactive Developer: Westwood Studios  
PSM15 9/10



Krazy Ivan

Publisher: Psygnosis Developer: In-house  
PSM3 7/10



Assault Rigs

Publisher: Psygnosis Developer: In-house  
PSM2 7/10



Tekken 2

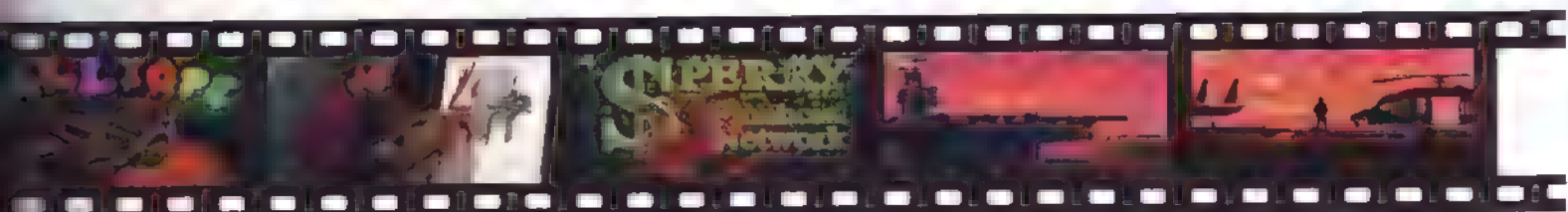
Publisher: SCEE Developer: Namco  
PSM11 10/10



Wipeout 2097

Publisher: Psygnosis Developer: In-house  
PSM12 9/10





Unlike other intros, this opts out of the Softimage/3D Studio rendered affair and uses some of the most talented actors to grace the screen since *Eldorado*. It starts with a bronzed bloke being slapped by a Lorraine Wicks-lookalike before they fall into one another's arms. What follows is a wonderful parody of BS TV as the unseen viewer channel-hops through some truly terrible channels, until the screen shows your chosen side's logo. Magnificent.

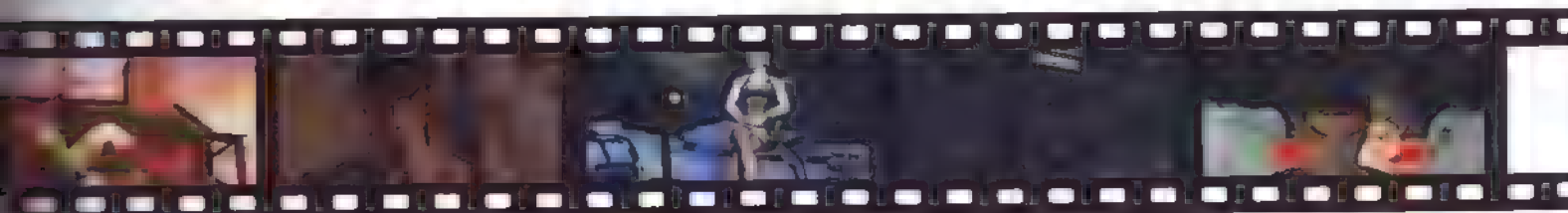


If you want a perfect example of bad acting, whack this into the little grey fella and laugh yourself silly at the three glimpses in this otherwise great intro. With Russian accents thicker than Boris Yeltsin's arteries, the 'actors' set the scene as 'Krazee Evan' decides he wants to launch his mech-like craft midway through transit. What follow are some truly great pre-rendered scenes. Just see the planes blast past - you could almost be watching *Top Gun*.



Back in the days when the PlayStation was just a young pup, Psygnosis put together an intro for their futuristic tank game which blew everyone away. For the first time it looked like we had a games machine that could bring us cinema quality intros. It felt like you were watching five minutes of the Disney film *Tron*, only without the actors. When the game was released it was more *Terminator* than *Tron* but, hey, what an intro.

There was a time when the intro to a game was a couple of seconds of some crappy cute sprite, dancing like a fool, or a pixellated plane landing. And that was it. Now stirring anthems, shadowy skylines, polygon babes and ridiculously fast action are combined with Oscar-nominated flare to create FMV masterpieces. Here, then, are five of our favourite pre-rendered intros. Lights, cameras, and indeed, action...



The usual form when playing *Tekken 2* is to skip past the intro and go straight to beating the crap out of your mates. But every so often you should make yourself watch the start, just to remind yourself exactly how bloody marvellous it actually is. Highlights include Jackie Chan - sorry, Lei Wulong - thrown through a shop window as it explodes, Bruce Lee-alike Marshall Law, looking hard in his dojo, and Nina's Sharon Stone impression. Cool.



The intro to the original was brilliant too, but *Wipeout 2097's* rendered sequence is even better. People who bought a PlayStation around its launch enjoyed showing mates the intro to *Wipeout* and watching their jaws drop. But while intro scenes have become more spectacular, gamers have become more dispassionate and it takes something really special to wow us nowadays. Well, *Wipeout 2097* does just that. With bells on.

# feedback

**This month,** the never-ending plea for a definitive classics collection, the British Touring Car Championship, and a 'real' man speaks...

## Outta space?

Thanks for the cover-disc demo of *Robotron X*, I bought a copy the next day. Your review said something about it being too repetitive, yeah, right, and *Ridge Racer* is just packed full of variety, isn't it? I have not seen such slaughter since my last dream which involved the Smurfs and a chainsaw... High-speed killing, body count in the thousands, pyrotechnics all over the damned place, fast and intelligent enemies. I mean, what the hell more do you want from a videogame?

Could you maybe print some figures on how much of the disc on retrogames compilations is taken up from the actual game code? I know *Defender's* game code was only 84k, many others from the same era can't be much bigger, yet we get four or five on a CD which should be capable of holding 650Mb of data. I know all the pretty rendered intros and FMV clips take up loads, and the emulator needs to be on the disc as well, but it still seems to me that we as consumers are getting ripped off on a quite staggering scale. There are thousands of games out there which would fit neatly on to the PlayStation. I could fill pages with lists of names but you'd get bored real

fast. And not stuff from the dark ages - I'm talking coin-ops from the last six or seven years. I'd love an arcade-perfect home version of *Tiger Heli*, *Black Tiger* and *Green Beret*.

I understand that softcos are in the business to make money, but it's not like these titles can be earning their owners much money at the moment. Stick 10 or 20 of these old (but not ancient) titles on to a PlayStation CD and bung it out for £35. I mean, what have they got to lose? There's plenty of retrogamers out here with money to spend on games and a fondness for the classics. Please stop ripping us off and churning out the ancient cack.

**Derek Richardson,  
Musselburgh**

It has to be done, doesn't it? Somebody needs to put together a definitive collection of old classics. It's something which crops up in the post bag every month and, like you say with the small amount of memory each game takes up, it would be easy to fit at least 10 or 15 (and then some) of them on to a disc. Namco's Museum collections are rather too patchy of the four to date, they could have compiled one excellent selection. So come on publishers. There's a vast army of gamers who want a library of great oldies.

## MOTION SICKNESS

I think motion sickness in gaming is the product of a certain type of game - the first-person perspective, into-the-screen action type with crudeish background scenery. Don't blame the PlayStation - I've felt just as 'Eugh' when playing this type of game on a fast PC. The problem arises from conflicting mental messages: there you sit, comfortably immobile in your chair with only your fingers frantically acting on the PS controller, while your eyes tell your mind that your whole body is hurtling around a closed-in, twisting, luridly patterned environment. Your poor brain can't take it, so cue a dose of the sickies.

My husband has a theory that having a figure on screen to manoeuvre and watch diminishes sick feelings, and we certainly had no ill effects from *Fade To Black* or *Tomb Raider*. However, we play *Wipeout* choosing different views - my husband has the visible vehicle, I don't - and neither of us experiences any motion sickness. My theory is that it's the large blocks of repeating patterns on the walls whirling past the eye that cause the aggravation.

I recommend the very entertaining article in the 14th June edition of *New Scientist*, entitled 'Are you feeling STRANGE?', which discusses some of the theories as to why it happens, and the possible remedies for it. It describes an experimental rig to induce nausea in volunteers, the 'opto-kinetic drum', aka 'Stern's Sick Machine'. It's a striped drum that revolves around a static seated reader to make him or her feel sick. I rest my case.

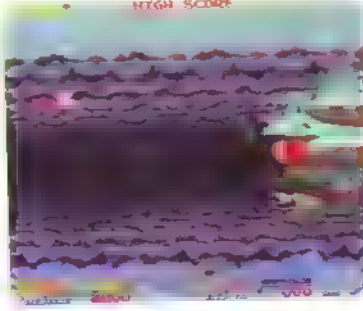
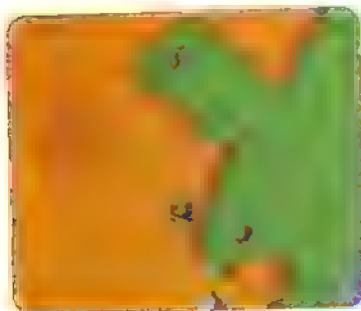
Hopefully, better designed games with more

sophisticated backgrounds will phase out the problem. Meanwhile, when you come across something like *King's Field* which looks as rough as a dog's botty but oozes entertaining gameplay, you have to make the choice: is it worth the 'hangover'? Rationing your playing time, and turning off the 'walking effect' helps a bit.

Let me engage wise grandmotherly mode here, you young fools. Don't play this kind of thing early in the day after a heavy night - choose an adventure game where nothing much moves at all.

**Ann and Ken Clarke (games-playing granny and grandad),  
Oxon**

Wds, Anne. DON'T PLAY DOOM WHEN YOU'VE GOT A TUMMY UPSET OR A BAD HEAD. Actually, first person perspective views - be it in racing, shooting games or whatever - affect people in entirely different ways. In our experience, some folk feel queasy on their first lap of *V-Rally*, others can spend hours playing and not feel the slightest bit different. That's what THEY say anyway.



650 Mb of data on a CD. How much space do the Namco collections fill? Very little in terms of the games. Much more memory is taken up by the museum.





In other games you kill your enemies.  
In Oddworld, you make them do the killing for you.



Got some enemies to kill? Why get your hands dirty? Possess one of them and let him do the basting for you.  
Sound Odd? Welcome to Oddworld.



see the slig be the slig



a quantum leap in gameplay



it's a hostile takeover



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'If a game like *Micro Machines* allowed link-up, it would have been playable.'



## The missing link

The PlayStation is a big success and I'd just like to thank myself and the rest of the PlayStation on-owning public on how we've done. And, I'd like to send out a special thank you to all those people who bought more than one PlayStation so that they could enjoy that lovely feature of linking up both machines and enjoying hours and hours of games. But oh, what is this? Sony are encouraging developers to stop supporting this feature in their games! Sony are withdrawing their support from official PS products (link cable) and instead preaching about the wonders of split screen? Yeah, like sure, split screen is the future of gaming. If a game like *Micro Machines* allowed link-up, it would have been way playable, and the start-stop-start gameplay would be vanished. And, anyway, why can't we have both? Sony have withdrawn a feature away from the market and we want an explanation.

Andrew & Neil,  
[mckinnon@dircon.co.uk](mailto:mckinnon@dircon.co.uk)



There can't be many of you who've bought more than one PlayStation simply to play link-up games, surely? And as for your statement suggesting Sony are actively discouraging developers to produce link-up games, there is no evidence to back this up. Sony do not dictate how third parties write their games. Sure, split-screen two-player games are becoming more prevalent, simply because it's a more practical means of allowing more than one to play a game simultaneously.

## Aww... give us a go

Demo discs, then. I realise that it's up to software companies to provide a demo, but why don't they realise that their two strongest advertising methods must be good reviews and the demo CD. When I'm shelling out £45 for a game I want to try it out first. There have been plenty of games I liked the look of and which gained a good review, but I would have liked an opportunity to play it before spending £45. The fact is, while they can argue that

a demo could put consumers off... well, tough for producing a crap game. If the company doesn't believe the game is good enough to warrant the cost of producing a demo, well, I don't think it's good enough for my £45. David Mottershaw, Dunfermline

Demos remain a thorny issue with many games publishers but they're gradually coming around to your way of thinking. David, we know, from the many letters we receive at PSM, that many of you base your buying decisions after getting the chance to play a game, be it on the demo CD, at a friend's retail outlet, or at a friend's house. If the demo shows off a game's qualities then people will buy it simply as that. As far as demo costs go, it's free for developers to put their demos on the magazine - the only financial outlay is the time it takes for the programmers to put one together. A matter of days at the most.

## An iconoclast speaks

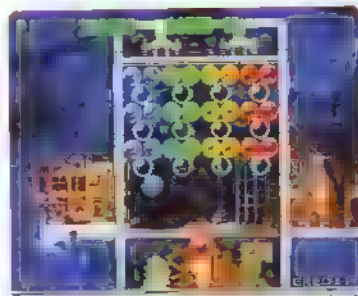
'I'd rather just play some interesting games and have some fun. Why all the yelling and screaming? Any magazine that devotes two pages to loading screens is weird enough to keep me happy, regardless of its tendency toward

minimalist reviews

By the way, how could you bypass the iconoclastic reactionism of the little tweety bird from *Bust-A-Move 2*, or the apocalyptic encroachment heralding a Doom encounter? Classics. What on earth were you thinking? The definitive loading screen guide still awaits.

Peter Brodie,  
Sydney, Australia

Yelling and screaming? We love your yelling and screaming. We think it's fantastic that PlayStation gamers like to stick their oar in. 'Minimalist reviews?' We're working on them, Peter. And we're still looking up the word



Ever noticed the iconoclastic tweety birds in *Bust-A-Move 2*?

detail that they are, surely there would be no trouble in drawing the '97 Renault Laguna. During the '97 season, the BTCC is going to visit eight different circuits with a total of 26 rounds (the championship visits some circuits twice and there are two races at each meeting), so there will be no shortage of tracks and gameplay.

Russell Farn,  
Coventry

The main problem with the British Touring Car Championship is that few people take any notice of it whatsoever. Yes, it's shown on *Grandstand*. Yes, racing aficionados may tell you that it's by far the most competitive form of automobile racing. But the bods in marketing departments want F1, they want Schumacher and his mates. BUT the good news is that Codemasters are in the throes of producing *TOCA (Touring Car Championship)*, so head for page 36.



encroachment? Oh, and *Amiga Power* magazine did loading screens years ago. And it was funnier.

## Gender offender

I am furious with you and your magazine. I always look to your magazine and this month was no exception - especially with the *Time Crisis* rolling demo. However, on flicking to the first page, I was absolutely horrified by the irresponsible and unsubstantiated slugging in the first line of your 'Start Up' section [Ed's intro PSM22: 'Apparently, there's a 95 per cent chance you are a bloke']

I can wholeheartedly say, with utter conviction, that I am 100 per cent a bloke. Your questioning of my gender has left me emotionally bruised. Naggng doubts about that four per cent that may or may not be male have prompted my girlfriend to leave me and my parents to disown me. I've even been thinking about doing four per cents worth of washing up and running, bought your magazine with the intention of reading about the latest PlayStation games, not to give you the opportunity of calling me a lady. You may be hearing from my solicitor.

Simone Byron,  
London

Big girl's blouse





In other games enemies are evil.  
In Oddworld, they're moody, territorial, lazy, hungry,  
fickle, paranoid *and* evil.



If you don't know what makes other characters tick, they just might explode.

Sound Odd? Welcome to Oddworld.



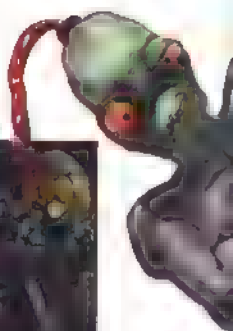
scrabs ahoy!



paramites on the prowl



every sog will have his day

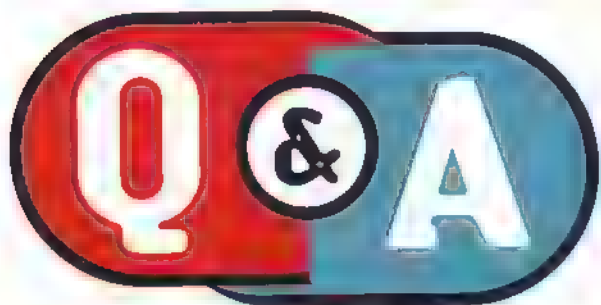


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# Letters

Q&A, Official UK PlayStation Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.



- 1 Will *Broken Sword 2*, which is in development for the PC, be released on the PlayStation? When will this be?
- 2 When will the Analog pad be released over here?
- 3 Will *Time Crisis* be packaged with Namco's *CunCon*? If so, how much will it cost?

Paul Atkinson,  
Tyne & Wear

- 1 Yes, Revolution Software are producing *Broken Sword 2*. It'll be right well, we'll bring you loads of info on it next month. Oh, and it's set for a November release.
- 2 It's out now priced £24.99. And a solid little fellow it is, too.
- 3 SCEE have given us every indication that *Time Crisis* will indeed be packaged with the GunCon. The price? Expect it to be £60. Or £59.99 - makes it sound cheaper, see?

I recently bought some ex-rental games, but they didn't come with instructions. Where can I get replacement instructions for *Crash Bandicoot*, *Tekken 2* and *Doom*?

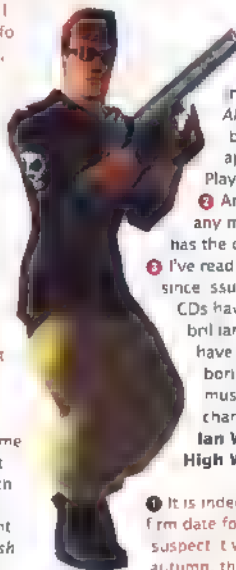
Tim George,  
Runcorn

Hmm. One imagines you can pay the aforementioned games without resorting to a manual. You can't buy them separately because it would most certainly give further encouragement to disc pirates.

I have just purchased a PlayStation, together with *Rayman* and *Casper*, for my children, aged six and eight. I've looked at all the exciting titles available, such as *Crash Bandicoot* and *Tomb Raider*, but they look rather complicated for young children. Can you suggest any games for the younger

game players?  
Jamie Hunter,  
Bridgend

You can underestimate children. Many of the games available for the PlayStation can be picked up and played within minutes. Conversely, *Rayman* we recall, is quite a tough platformer. But check out games such as *Ridge Racer*, *Worms*, *Bust A Move 2*, *Tekken 2* and *Mickey's Wild Adventure*.



- 1 A few months ago, I read in a magazine that *Alien V Predator* will be making an appearance on the PlayStation. Is this true?
- 2 Are there going to be any more *X-Com* titles, or has the originality worn out?
- 3 I've read your magazine since issue six and your demo CDs have come along brilliantly of late, but you have kept the same boring repetitive title music. Will you ever change it?

Ian Wenglin,  
High Wycombe

- 1 It is indeed, but we have no firm date for release as yet. We suspect it will be out in the autumn, though.
- 2 There aren't any in the pipeline at the moment and two would seem to be the limit - although many of you reckon them to be some of the best PlayStation games ever! Fingers crossed.
- 3 Good point. We're all for continuity, but if people are getting fed up with it then we may well look to change it.

- 1 In my local newspaper I've seen ads for an accelerator chip for PlayStation and would like to know if they would be a recommended add-on or if they could damage my PlayStation as the thought of a double-speed *Tekken 2* or *Wipeout 2097* sends shivers down my spine.
- 2 Will the release of the new

black PlayStation on result in the equivalent of PD games as talented amateur programmers try to get their work noticed?

C Barratt,  
Nottingham

- 1 The accelerator chip is just not worth the hassle for any number of reasons. We'd say avoid it.
- 2 That's the theory. Programming for Yaroze won't be easy by any means, but it will helpfully unearth talent that will then be snapped up by companies and nurtured. It's an exciting concept.

- 1 Are there any plans for a motorcycling game?
- 2 I recently completed *Pandemonium*. Is there any talk of a sequel and what other platform game would you recommend?

- 3 Are there any snooker games?
- 4 I recently purchased *FIFA 97* and I'm very disappointed with its poor playability and fiddly controls. I'm thinking of buying *Actua Soccer* but I hear there are plans for a sequel. Could you please confirm these rumours and give me a release date?

Jarno Glass,  
Co Fermanagh  
Ireland

- 1 *Moto Racer*, from EA, should be out later in the year and early impressions of the game are that it's stunning. Expect a summer release and expect to be very impressed.
- 2 *Pandemonium 2* is being worked on at the moment by Crystal Dynamics in the States and should be out in time for next Christmas. Other than that, *Crash Bandicoot* is your best platform bet.
- 3 No, but *Virtual Pool*, from Interplay, is brilliant fun and in

the shops now.

- 1 *Actua Soccer 2* will be out later in the year, while *Actua Soccer Club Edition* is just a simple tweaking of the original. We'd in fact recommend *ISS Pro* as the best footie game of the moment.

My brother and I are great cricket fans but we've searched high and low for a cricket game. Does one exist for the PlayStation, or are there any plans to develop such a game?

P Jones,  
Orpington

Cricket is an incredibly tough game to simulate with any degree of competence. Audiogenic's *Brian Lara Cricket* made a fist of it on the Amiga and Mega Drive but there are

people on holiday through various weather conditions such as thunder, lightning and turbulence?

- 2 Is it worth buying *F1 '97* Will it be coming out on a demo before Christmas?
- 3 Is the PlayStation better value than the Nintendo 64?
- 4 Will *FIFA '98* come out before Christmas?

Richard Sutton,  
Swansea

- 1 Rather PC-specific those games. Not many PlayStation gamers want to spend 24 hours flying to Sydney, surely? Unlikely we'll see their like.
- 2 The good news is that we've got the review and playable demo of *F1 '97* next month so you can make up your own mind.
- 3 They're both fantastic.

**Cricket is a tough game to simulate with any degree of competence... Here's hoping Gremlin get round to it**

few other arcade cricket games of note. Here's hoping Gremlin get round to it in the *Actua* sports series.

Will *Resident Evil 2* support a link option?

Adam Witeszcza, Sebastian L  
Rhees-Cooper

*Resident Evil 2* is still a long way off, but there are no plans for a link option.

- 1 Are there any dedicated flight sims coming out on the PlayStation like the ones where you fly a civil aircraft and take

machines and both great value.

- 4 EA haven't intimated as much, so the answer's 'no'. Thankfully.

Do you know of any trials bike games coming out on the PlayStation? Also, is there going to be a *Worms 2*?

Geraint Raikes,  
South Wales

But think on motorcycles the PlayStation. EA's *Moto Racer* is due soon. As for *International Moto X* is in the shops (you'll be (un)lucky to find a copy) but was released without any fanfare due to the fact the publishers thought it was dreadful. You'll just have to get into cars. No more *Worms*, either. Sorry.

Is there any chance of someone making rave demos for the PlayStation? I used to have some for my Amiga and they were quite good but the PlayStation could handle trippy images much better.

Alex,  
Oxford

Kind of depends on the type of folk who get to grips with the Yaroze. We've featured a couple of *Wavy Davy Gravy* demos on our cover CD and the images changed according to the beat of the music. We'll endeavour to sort another one out.



**Sadly the Playstation is lacking in any decent bike racing games. We advise that you avoid the appalling *International Moto X* and wait for EA's *Moto Racer*, due out in August.**





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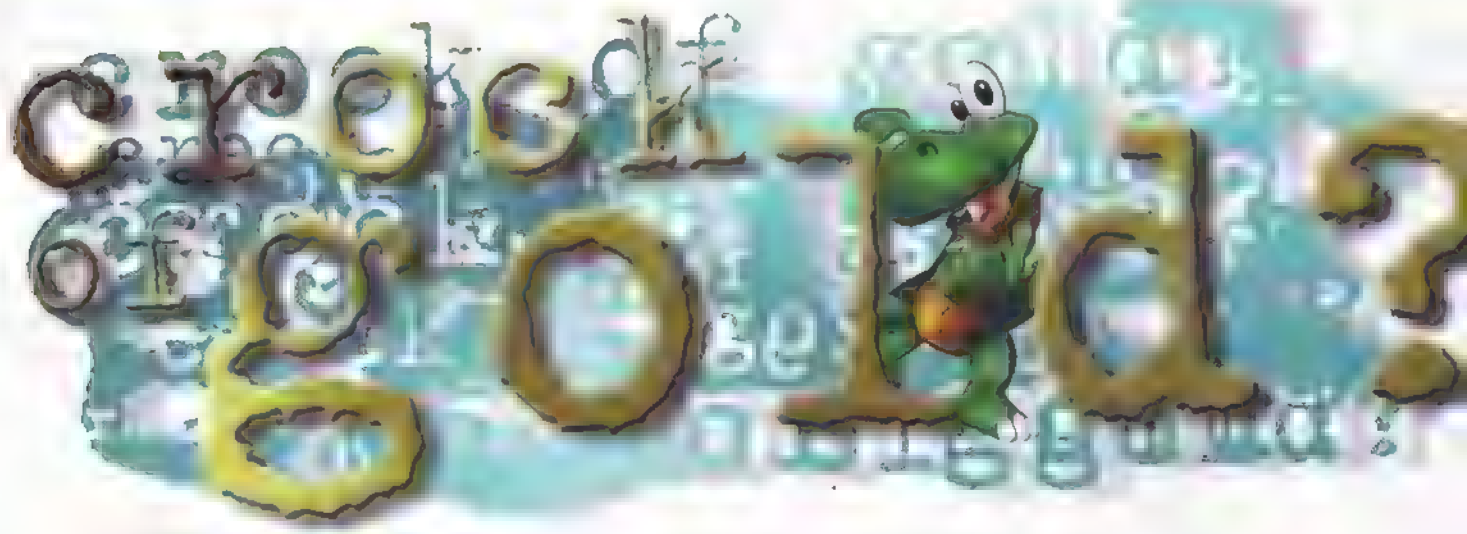


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# PrePlay | Croc



A new 3D platform game for the PlayStation that may have the beating of *Mario 64*? Why not...

**C**roc is a 3D platform game due to be released later this year. Already the hype has started, and comparisons are being made to Nintendo 64's star game, *Mario*. Croc gathers crystals, saves small creatures known as gobbos, and leaps from platform to platform in what is certainly the smoothest looking and most detailed 3D environment that we've ever seen on the PlayStation. So how did it all come about?

The idea for Croc arose in

1994 when a visual artist at Argonaut was pushing the idea of a dinosaur platform racing game', says John Eddlestone, general manager at Argonaut. 'Argonaut is a 3D company. We're actually credited with the first 3D game of all time, *Star Glider*, which isn't true – we just did the first good 3D game of all time. So we've been talking about doing a 3D platform game for a while. We didn't want to put 3D graphics into a 2D platform game, like *Pandemonium* or *Crash Bandicoot*. Our ambition was to provide the player with a complete sense of



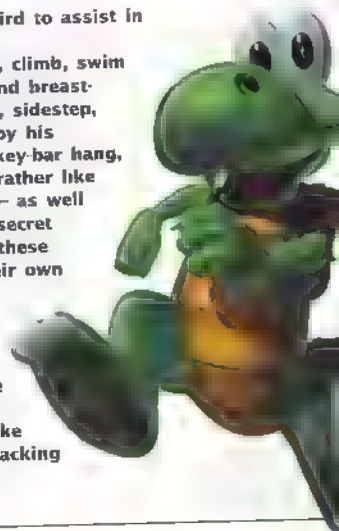
111 Beautiful w effects, ch7 12 This is a secret underground level – those platforms aren't very stable.

## Croc, Monsieur

**S**o who is Croc? Croc is – as the sharper among you may already have noticed – a crocodile. He mysteriously arrived in the peaceful island community of the Gobbos many years ago, when he was a baby and was adopted by the Gobbo King (it says here). Croc and the Gobbos lived in harmony until the evil magician, Baron Dante, grew jealous of their peaceful existence. Dante cast a spell on the island, turning all the animals against their King. Surmising that Croc was the only chance he had against the Baron (Croc is a crocodile, after all), the King called for him to break the spell, giving

him a magical bird to assist in the cause.

Croc can run, climb, swim (doggy-paddle and breast-stroke), back-up, sidestep, jump, hang on by his fingertips, monkey-bar hang, push and pull (rather like Lara) and slide – as well as a few more secret moves... All of these moves have their own really excellent animations – when Croc is backing up, for instance, he looks over his shoulder to make sure he's not backing into anything.



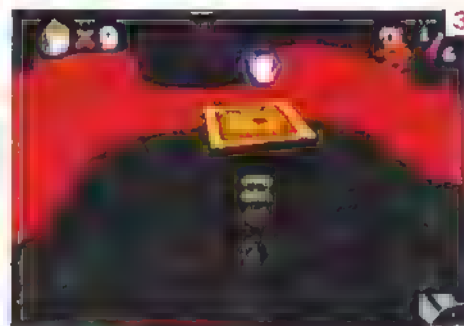
We apologise for the Fox Interactive logos plastered all over these screen shots. Our image 'grabber' broke.



■ PUBLISHER:	Fox Interactive	■ ORIGIN:	UK
■ DEVELOPER:	Argonaut	■ STYLE:	3D platform game
■ RELEASE DATE:	October	■ PLAYERS:	One



(1) Croc runs around the edge of a level. (2) Stronw, look at the size of that ladybird. (3) Jumping on the box will open it. (4) Rather beautifully patterned floor tiles, eh? The whole game shows this sort of quality detail.



freedom to roam and explore in ways that had never been done before, and we're really pleased with the way that's worked out.

'Croc's in the great tradition of really excellent platform games - games like *Yoshi's Island* which were beautifully tuned, and where the play experience is pure fun. Part of the magic of platform games is the exaggerated difficulty - you get to do things that look impossible, and that's very satisfying. It's something we've tried to build into *Croc*. It's a very forgiving game - so, for instance, if Croc misses a jump, he'll hang on by his fingertips.'

Croc's publishers, Fox Interactive, are talking loudly in terms of it being *Mario 64* for the PlayStation. And as the publishers of *Alien Trilogy* and *Die Hard Trilogy*, they should know what they're talking about. So if the publishers are talking

about *Croc* as the new *Mario 64*, what do the game developers think of that comparison? Back to John Eddlestone, the man who's lived and breathed *Croc* for the last two and a half years.

'We were in development long before *Mario* was first shown. Obviously there's only a limited number of people who have successfully done a 3D platform game. Nintendo are one of the others, so it's an interesting comparison. They had to work with a very different machine, so they had different challenges.

### 3D challenge

Some of the challenges are similar, however, and we prefer the way we've dealt with some of the problems. The thing about 3D games is that you've got far more technical challenges - you've got to calculate collision in 3D for your character. You've also got to calculate collision in 3D for the camera - people don't like it if the camera goes right through walls. So *Mario* was a first generation game in terms of solving these problems.

So *Croc* is a game that

'We wanted to give players freedom to roam and explore in ways that had never been done before...'

Argonaut are obviously very proud of. We asked John what he thought was the single best thing they'd achieved: 'What happened is whenever we felt the game was in danger of being compromised, whenever the designers or artists were given a budget in terms of graphics or CPU consumption and they didn't like what they were getting, it seemed like someone came up with an incredibly clever way to break through the constraint.

For example, to save memory and processing power, a custom morphing animation engine was developed for the different parts of Croc to squeeze every ounce of performance possible out of the system. Croc himself is usually about a 300 polygon model with real-time lighting. Yes, we are pushing the PlayStation to its limits.

'Another great thing is the ►

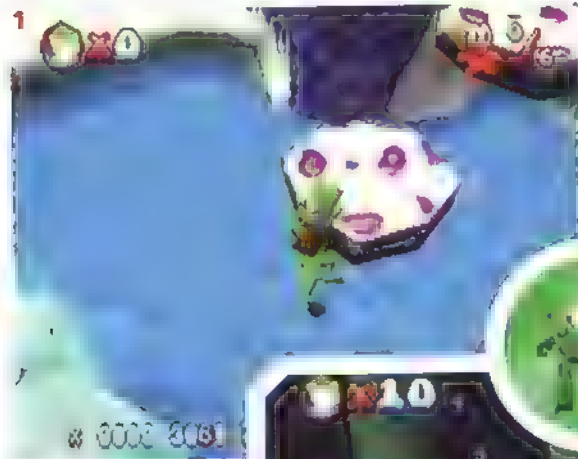


(1) Go on! I know it looks a bit cold, but dive into the water... (2) You have found a penguin.



# PrePlay **Croc**

[1] Miss a platform and, if you're close enough, Croc will grab hold. [2] Croc belongs to the Roger Moore school of acting. Here he does 'surprised/terrified'. If only you could see his eyebrows. [3, 4, 5] Croc swims too. In fact the game reminded us rather more of *Tomb Raider* than it did of *Mario 64*. *Tomb Raider* - but for kids, you know.



► music. There's over two hours of original score in the game - we had to use a compression technique to fit it in - and a lot of the instruments were played by musicians and recorded rather than being synthesised. The sound's in Dolby Surround, too.'

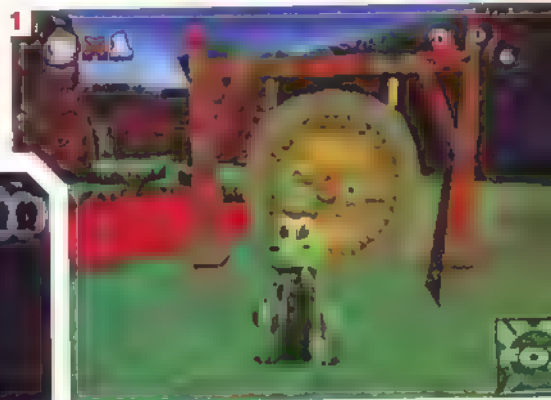
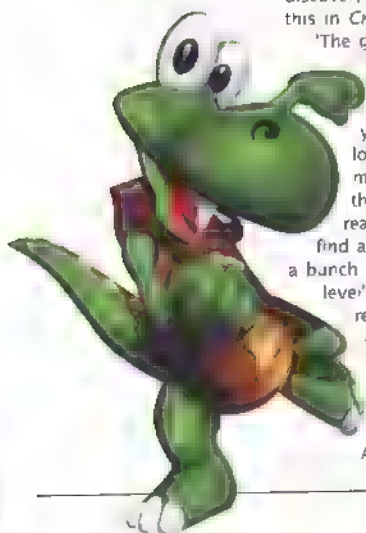
A good platformer thrives on there being lots of secret stuff to discover; can we expect a lot of this in *Croc*?

'The game has a few types of gameplay. The first is exploration. Even on the very first level you're taught that if you look behind a rock, you might find something there. And if you stomp really hard on the well, you find another world. So there's a bunch of what we call "first level" hidden stuff. If you're a really successful gamespuyer and you collect, say, all five of the coloured crystals on the first level, then a bonus room opens up. And that's another level

of secret. Then things start to get interesting. If in the first three levels you manage to rescue all 18 of the gobboes and beat the boss, a whole new level is opened up - there are secret levels accessed this way throughout the game. At the end of each secret level, you'll find a puzzle piece... I think we'll let your readers figure out the rest.

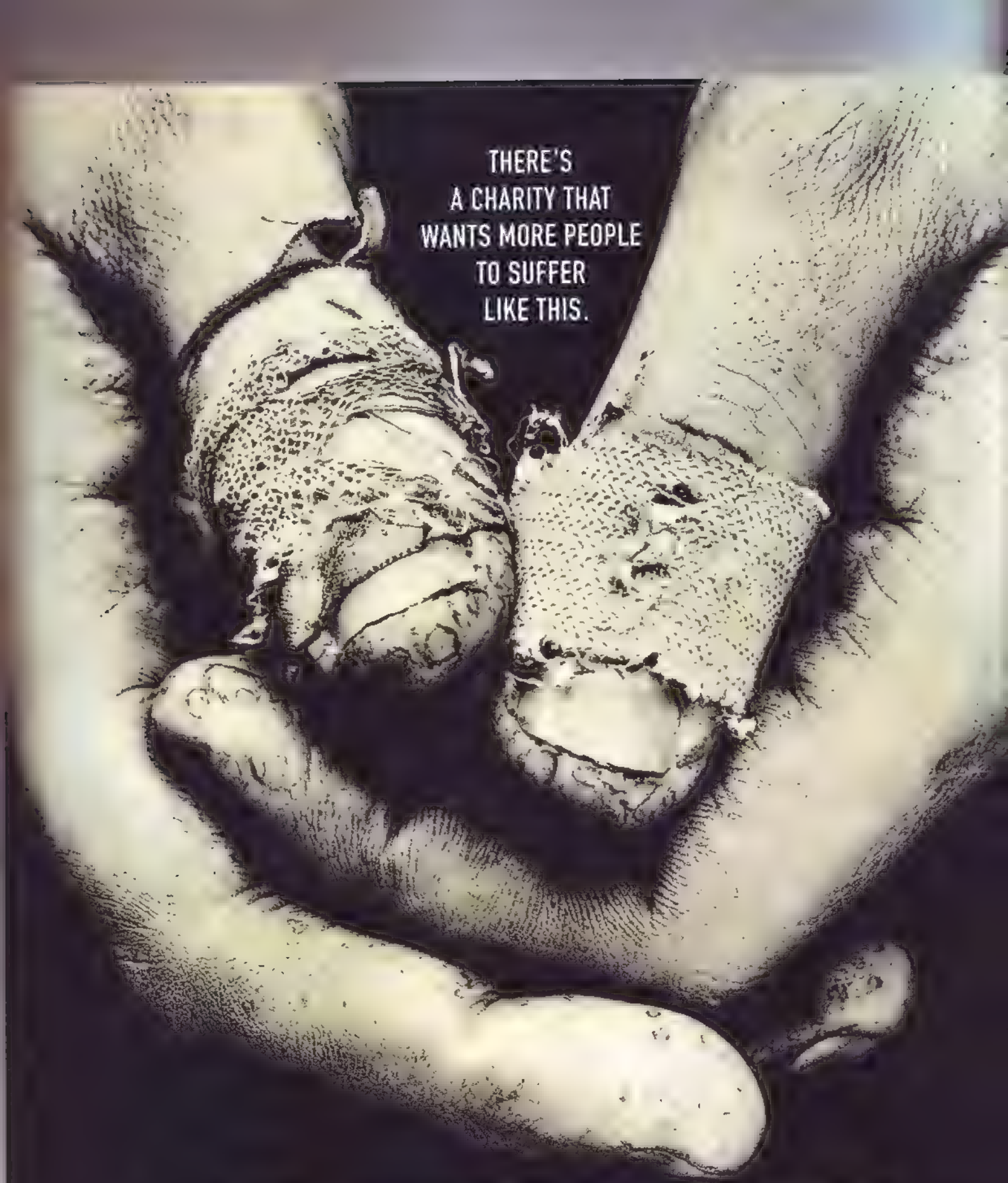
So providing everything goes according to plan, could we seriously have a *Mario*-beater on the PlayStation? Well, *Croc* is certainly cute and aimed at just the right level of player, the game

is massive with lots to explore and loads of secrets to find. The only potential problem for the game is the PlayStation's small memory; while *Mario 64* is played from a cartridge and therefore never has to load, *Croc* has to load in a new section every couple of minutes, or so. Whether this will be an irritation, or not, remains to be seen. Argonaut are certainly working hard on making it as transparent as possible. Only time - and a full review - will tell.



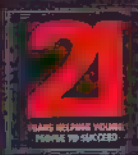
[1] Bang a gong, and the level finishes. [2] That platform will collapse any second now. It will.





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TO SUFFER  
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YES, YOUR THUMBS WILL HURT, YOUR BRAIN WILL HURT, BUT YOUR SOUL WILL BE PURE. ALL PROCEEDS GO TO THE PRINCE'S TRUST.



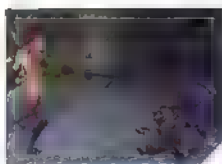
# PrePlay | Deathtrap Dungeon



If you were to take *Tomb Raider*, remove the platform elements, add more action and include a dark and menacing atmosphere, you'd come someway close to Eidos Interactive's latest 3D adventure

**A**t one time PlayStation owners looking for role-playing action had to make do with expensive imports and dodgy Japanese translations, but this all changed with SquareSoft's defection to Sony from Nintendo and the plans for a PlayStation *Final Fantasy VII*. Seemingly overnight RPGs appeared on UK release schedules as publishers vied for a share of this flourishing market.

*Deathtrap Dungeon*, developed internally by Eidos Interactive, may look like a classic case of bandwagon jumping but people in the know have been talking about this hack-and-slash take on the RPG genre for almost three years.



Could the decision to clad the lady warrior in this meagre outfit have anything to do with a certain Lara Croft?

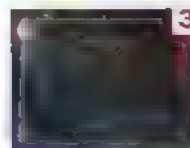


The game sees you thrust into said dungeon from which you must escape in one piece. It's loosely based on the third book of world-renowned fantasy author Ian Livingstone who also happens to be executive chairman of Eidos, so it seemed logical that he should oversee the game's development. Ian developed the concept of interactive role-playing books known as the *Fighting Fantasy* series in 1981, and by the time he retired, 11 years later, he'd written 59 sequels and sold more than 14 million copies.

## Fluid control

Before starting the game you must select your character. Given the success of the female-lead *Tomb Raider*, it comes as no surprise that *Deathtrap* has an equally well-formed, scantily clad female protagonist, while the male lead sports a suit of armour and a terrible haircut. Controlling each character is surprisingly easy, given the complexity of some of the moves—such as a

(1) One of the biggest swords ever to grace the PlayStation. (2) Each nasty is made up of hundreds of polygons. (3) The lighting routines are some of the best around. (4) Nasty little buggers.



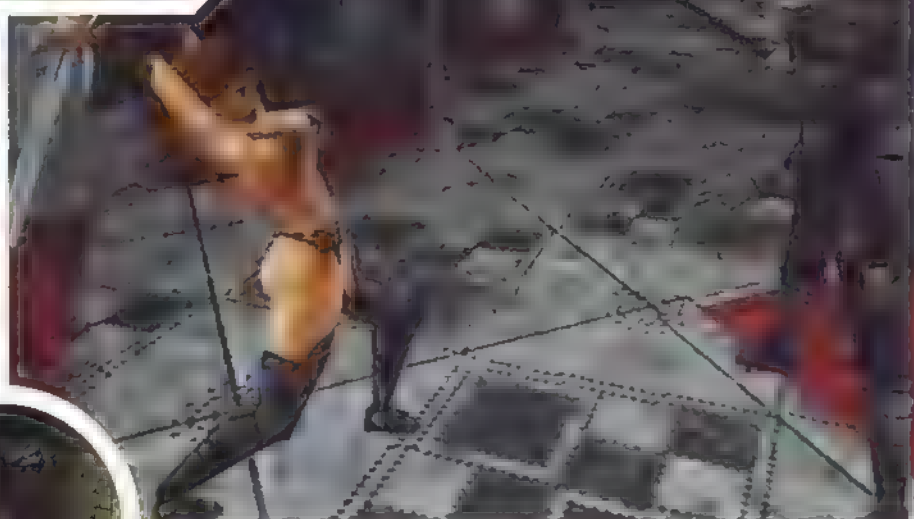
The dungeons, designed by the former editor of *White Dwarf*, contain some of the trickiest puzzles this side of a Rubik cube.



■ PUBLISHER:	Eidos Interactive	■ ORIGIN:	UK
■ DEVELOPER:	In-house	■ STYLE:	Arcade adventure
■ RELEASE DATE:	October	■ PLAYERS:	One



[1] As this T-Rex shows, some of the enemies are incredibly detailed. Just wait until you see the dragon. [2] Each different environment has a different collection of enemies to battle. [3] A perfect example of a picture painting a thousand words. It better not get too cold. [4] The sewers is one of the most dangerous levels in the game.



high jump, fighting while backing away from the enemy, and a sideways roll followed by a sweep of the sword

Any hack 'n' slash adventure would be useless without a few enemies to attack, and bloodthirsty RPG fans will be cheering when they hear that *Deathtrap Dungeon* comes complete with more than 55 enemies, displaying the most incredible variety we've seen in any PlayStation game. The huge purple dragons are particularly admirable. Made up of more than 500 polygons, they fly around the screen with awesome grace

Tackling each enemy requires

a certain amount of practice, as not all of them can be killed with a simple swipe of the broadsword. Take the rockmen, for example. The craggy fellows are deaf, so you must approach them from behind and whack them with the claw hammer - simply slashing with a sword won't do. Every weapon you might need can be found secreted in the dungeons - eight different swords, blunderbusses, shotguns and claw hammers - and can be used to pull off combo moves. Sometimes, though, you may need more than

*Deathtrap Dungeon* has more than 55 enemies, displaying the most incredible variety we've seen in any PlayStation game

just a normal weapon, and on such occasions you can dig into your book of spells. Our favourite was the bouncing pig. Cast this charm and your warrior reaches into his rucksack, pulls out a small pig and flings him at the enemy. As the enemy runs, the pig homes in and explodes.

Even without the enemies, the dungeons are no place for the fainthearted. They've been designed by Jamie Thompson, former editor of *White Dwarf* magazine, and contain some of the trickiest puzzles this side of a Rubik cube. In the final version the environment should be just as deadly as any of the enemies, with players facing potential dangers such as spike-filled pits or drifting poisoned darts. ▶



[1] That'll be one of those new-fangled save points, then. [2] Surely one of the best crossbows ever seen on a home computer. [3] That looks evil.

# PrePlay Deathtrap Dungeon

(1) One of the more advanced weapons. Should stop anything in its path. (2) Often the enemies look similar to their environment, making them very hard to fight against. (3) You can be attacked by as many enemies as the game engine will allow, which normally means loads. (4) Some of the levels include some really elaborate scenery. (5) If you think it looks good now, just wait 'til it starts to fly. Make sure you're not in its way, though. It has a vicious bite.



Since *Deathtrap* is fully 3D, you're given the freedom to wander... taking in the superb-looking environment

► In keeping with the current vogue, the action can be viewed via a variety of angles using an interactive camera which shifts to give you the best possible view. We've yet to see how this will work, as the early version wasn't for the weak-stomached, but we've been promised an improved take on the *Tomb Raider* camera. Since *Deathtrap Dungeon* is fully 3D, you're given the freedom to wander wherever you wish

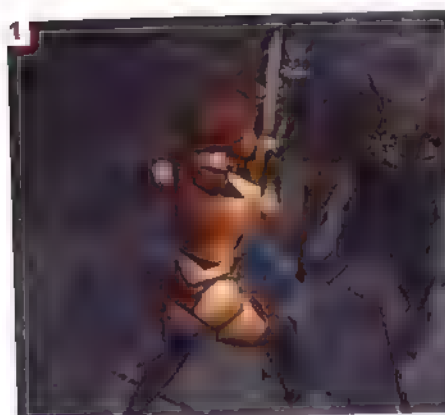
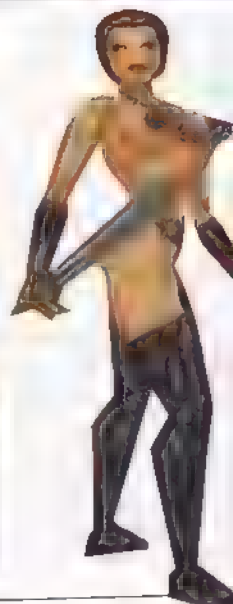
taking in the superb-looking polygon environment, with realistic light-sourcing adding to the tension. In some halls you'll be able to watch the torches flicker, while other times the walls become illuminated as missiles fly past – and you can almost feel the heat singeing your skin.

## Free to explore

*Deathtrap Dungeon* is spread over 12 huge levels containing various environments from a strange mock Victorian city to ancient Grecian temples with splendid Doric pillars and beautiful fountains. There's a tremendous sense of freedom

as you explore each stage, with no bounds to your meanderings providing you have the right key. Excluding *Tomb Raider*, there are very few games which give you this degree of freedom.

Any game released around October time is likely to face some strong opposition, but having played *Deathtrap* for a while, we reckon this could become one of this year's biggest games.



(1) The camera can rotate to give you the best view of the action. (2) That sword again. (3) The Y-Rex really does look incredible.





# PrePlay | The Lost World: Jurassic Park

## DO YOU THINK LIKE SAURUS?

Games companies like nothing better than a **successful film** – just **nick the ideas**, blag the publicity, make a halfway decent title, and it'll sell by the bucketload. EA cash in on the latest wave of **dinomania**...



[1] The Compysaurus, in its natural habitat. [2] It looks like that raptor's put its back into trying to kill you. [3] Size doesn't matter. Help!



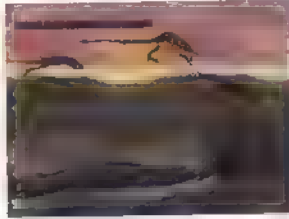
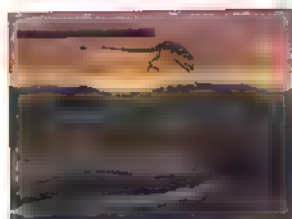
**A**fter the incredible success of *Jurassic Park* the film it didn't come as much of a surprise to find Steven Spielberg hard at work on a money-spinning sequel. Cinema pundits have estimated that by the time *The Lost World* ends its run in American and European cinemas, it will have taken more than \$400 million at the box office. It's also no surprise that *Jurassic Park* – the game – should have a sequel too. *The Lost World* – the film and the game – is loosely based on

the eponymous Michael Crichton novel, taking place on the island the scientists used for breeding the dinosaurs. With the collapse of *Jurassic Park*, the island has been left alone. Until now.

The idea of the game is simple: you have to survive. But this isn't as easy as it sounds. When you first load the game, memories of the sub-standard and no-beater *Primal Rage* come flooding back – not pleasant. But after a short while it soon

becomes clear that *The Lost World* owes more to platformers like *Gex* or *Pandemonium* than the aforementioned pie of dinosaur dung. Essentially the action takes you left or right in the screen, with the camera angle occasionally shifting to make it look like you're running into the screen or away from the camera. One of the ways this is done is

The idea is simple: you have to survive. But this isn't as easy as it sounds.



Not all attacks come from the land – a lot of enemies have evolved the ability to fly. The trick to stopping their attacks is timing: just before they fly past, jump up and snap at them.



■ PUBLISHER:	Electronic Arts	■ ORIGIN:	United States
■ DEVELOPER:	Dreamworks Interactive	■ STYLE:	Platform game
■ RELEASE DATE:	September '97	■ PLAYERS:	One

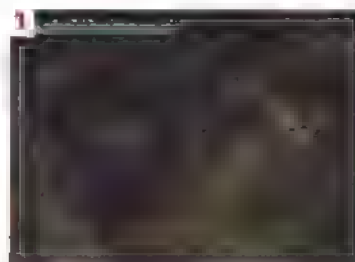
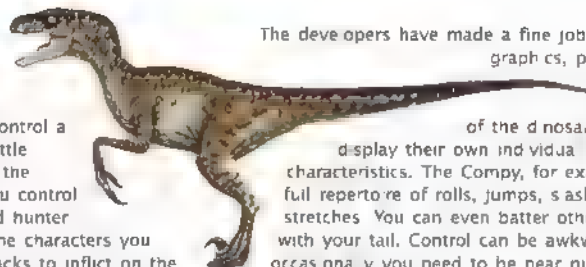
by having your dinosaur run behind trees, or in front of shrubs. It works well and gives the game a sophisticated feel.

In your bid to survive you control a variety of dinosaurs, from the little Compsysaurus all the way up to the terrifying T Rex. Occasionally you control a human - be it a heavily-armed hunter or a white coat-clad scientist. The characters you control all have a variety of attacks to inflict on the enemies, each of which has a particular weakpoint, for example, raptors can be killed by constant snapping at their spine, but if you want to get rid of them quickly, a slash to the jugular will get the job done with less risk to your own health.

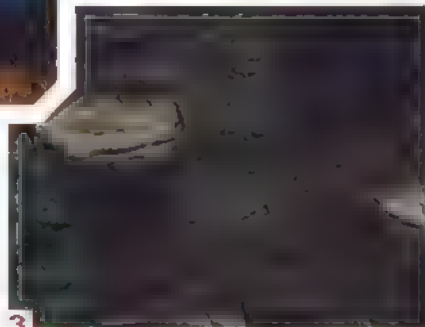
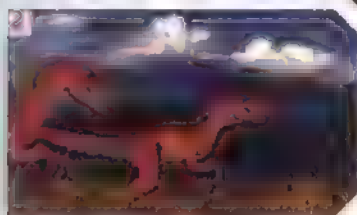
It's not all straightforward, though. The gameplay changes over the 25 levels, so while a lot of the early action sees you leaping from cliff faces to cave to platform, avoiding pursuing dinosaurs, by the time you reach level five, everything changes. It goes quiet, save for stirring music and a distant, disturbing thumping. Suddenly the huge neck of a Brontosaurus rears up and you have a hard job avoiding its massive feet before it crushes you.

On level five, everything changes. It goes quiet, save for stirring music and a distant, disturbing thumping

The developers have made a fine job of the graphics, particularly with the animation of the dinosaurs, which display their own individual characteristics. The Compy, for example, has a full repertoire of rolls, jumps, sashes and stretches. You can even batter other creatures with your tail. Control can be awkward occasionally you need to be near pixel perfect when you're jumping to a ledge and the control system lets you down with each mis-jump, losing you precious energy. Other than this minor gripe, we're looking forward to *The Lost World*, just as soon as DreamWorks let us near their baby - anyone who's seen the film will know what happens when you take a baby too early..



[1] Amazingly, the green energy bar lets you know how much energy you've got left. [2] As the hunter, you've got plenty of weapons. [3] Big gob.

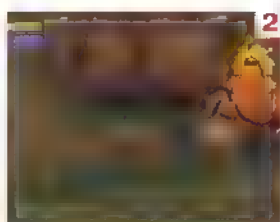
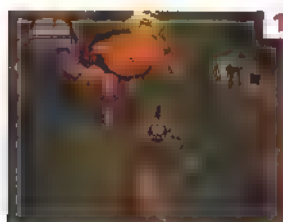


[1] During the first few levels, the raptors can prove a real pain in the butt until you take control of some of the larger dinosaurs. [2] The game opens with some nice rendered footage of all the dinosaurs. [3] Jumping is an important part of the game, and expect to fall a lot.



# Greece Lightning

The gods are playing hide-and-seek with the goddess of fertility and only you can save the day... LucasArts offer a light-hearted take on the RPG adventure



[1] Hercules vs the Cyclops. [2] Unfortunately Jason'll need more than a sword to finish him off. Reach for your sword. [3] The sheep can be used as weapons - all you have to do is pick them up and hurl them at the big fella. [4] If he eats you, just kick your way out of the Big Bear.



When technology comes down in price, it usually means children will get hold of it sooner or later. When the

PlayStation was launched, its £300 price tag predominantly made it the plaything of working adults, with the software reflecting this. Now that the price is close to £100, however, an increasing amount of PlayStations are finding their way into children's bedrooms. So far, the

developers have been loathe to go anywhere near the children's market, but with *Herc's Adventures* we could finally have a title to entertain children and adults alike.

The game follows a simple plot: Hades, lord of the underworld and brother to king of the Gods, Zeus, has kidnapped the goddess of fertility, Persephone, in the hope that she'll bring life to his dead minions. Unfortunately the Greeks need her to germinate their crops in spring, so her rescue is vital to their survival. Zeus decides to give Greece one chance to save themselves and brings a mortal to the land of the gods to recover Persephone.

As you might have guessed, you're the poor sod who has to play knight in shining armour and to aid you in your quest you're given a choice of three characters - brawn but no brains Hercules, top lass Atlanta, and Jason, he of the Golden Fleece

fame. Each of these fighters has their own strengths and weaknesses; Hercules in his role as the world's strongest man is a good all-rounder, while Atlanta - with looks that could have given Lara Croft a run for her money, if she was made of polygons - is a mean aim with an arrow, but not very strong. The final choice is young Jason, a mean shot with a slingshot, but clueless when confronted by a boulder.

At the start of the game you're taken through a brief tuition level, with ancient Greek folk telling you which button does what; for example, the

Basically this is a maze game, with the occasional spur giving a variety of routes...



[1] It looks just like *Ben-Hur*. [2] When you come across the soldiers, you'd better start pressing the 'run' button.



■ PUBLISHER:	Virgin Interactive Ent.	■ ORIGIN:	United States
■ DEVELOPER:	LucasArts	■ STYLE:	Platform game
■ RELEASE DATE:	September	■ PLAYERS:	Two

(1) Zeus, king of the gods, plays a real-life game of chess with the main characters. (2) A wishing well. This could prove very useful...



shepherdess tells you that pressing the Circle button will pick things up – try it with a sheep and you'll hear it baa for mercy as you hold it, cowering, above your head.

*Herc's Adventures* adopts the structure of a simple isometric platformer, taking you through the sacred realm of the gods – basically this is a maze game, with the occasional spur giving you a variety of routes. Perhaps the closest thing like it, your correspondent remembers, is the Spectrum classic, *Sabre Wulf*. This was a great game in 1984, and the idea is just as sound now, with the added benefit of smart 32-bit graphics.

And smart graphics they are. Often PlayStation games rely too much on polygons when sprites would do the job perfectly well, as this game bears out; by using sprites, LucasArts have freed up the processor to work on other jobs, allowing the detailed backgrounds to shift at a very competent speed. Each character has a diversity of moves and each action is admirably animated – these range from the usual jumps and runs to the rather unusual hot-chili-breath assault, or bag of killer frogs.

There are lots of other neat touches, too, such as using catapults to get from one game area to another – you see your character blast into the sky – and the single or multiple weapon system. And we particularly liked way the game handles losing your energy; instead of dying instantly, you're taken to the underworld where you must battle for your life against hordes of sword-swashing skeletons.

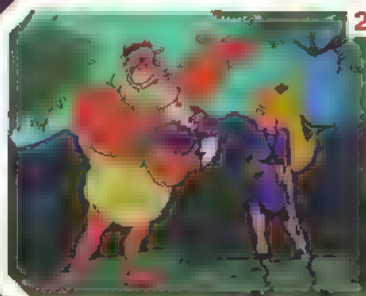
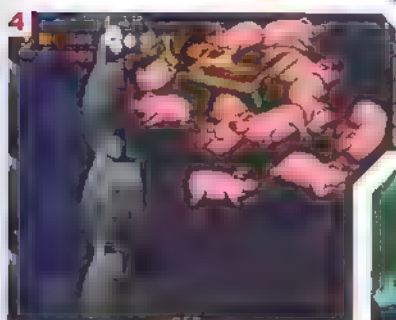
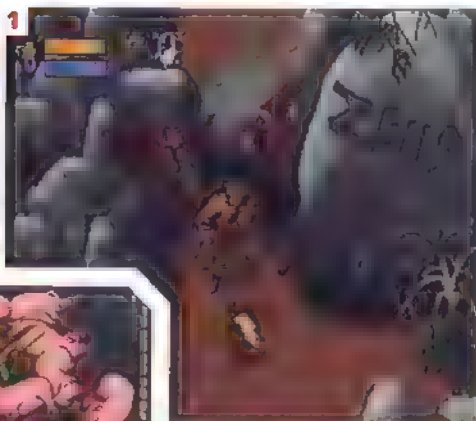
The dark atmosphere is enhanced by a suitably

historical soundtrack, and sound effects also play an integral part; there might be the occasional moo from a cow, or swoosh of waves across the sea, but sometimes sounds alert you to the presence of an enemy or, in the case of the Big Boar, tell you where it'll come from next – tough luck if your TV isn't stereo then.

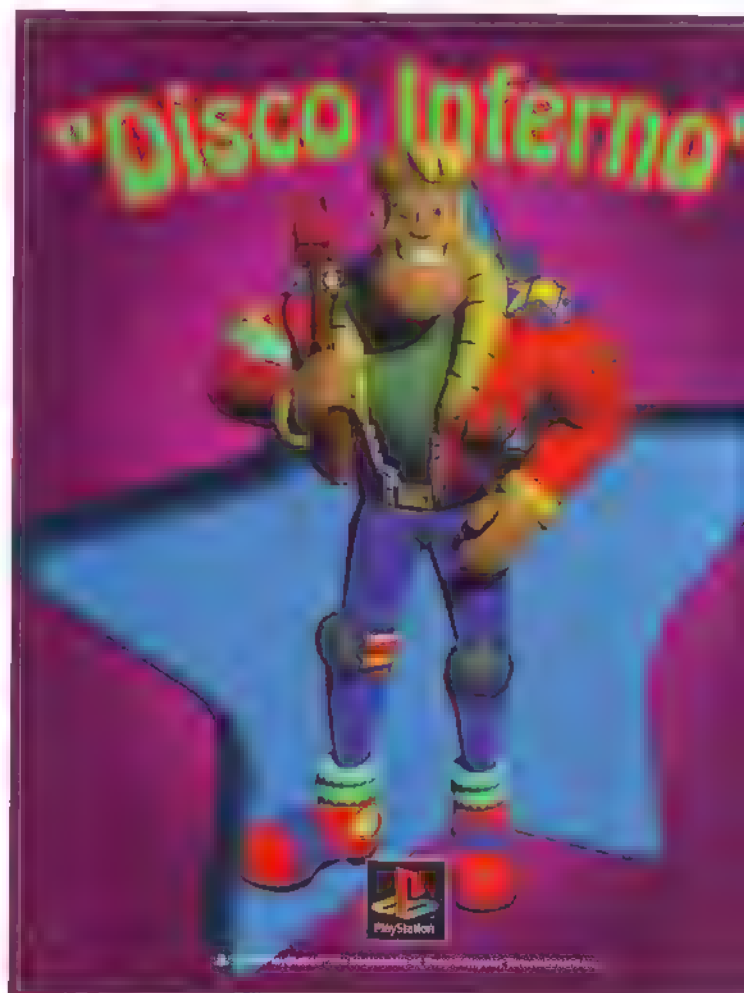
To play *Herc's Adventures* is like playing a junior RPG; it has hit points, hidden keys and strange mystical baddies, and would probably serve as a good introduction to the genre. If all goes to plan we should have a full review in the next issue of *PSM*, but this is already looking like a fine family game and a sure-fire winner with the younger players.



As you'd expect from a game based on Greek mythology, there are some nasty-looking foes, from these tornado-like creatures to the many-headed green monsters. It's a good idea to use two players to fight them.



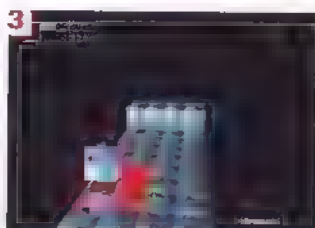
(1) Picking up the lightning power-up will give you even more strength than before. (2) The game starts with a scene-setting cartoon. Here, Atlanta turns down another lusty god. (3) The very greedy Cyclops. (4) We can't remember any Greek myths about this many pigs.



# ROLLING STONES

Prepare for a slice of top-notch Japanese puzzling action as you run around to avoid the crush

(1) Caught on the edge, but with a massive chain reaction all set to blow. (2) Va-voom. (3) That block's easily a goner. (4) Greenies galore.



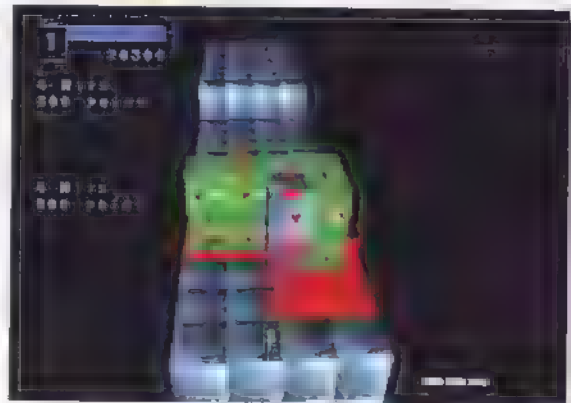
**D**ecent puzzle games are unfortunately few and far between on the PlayStation, with only *Bust A Move 2* and *Super Puzzle Fighter* really making it into the 'must have' category. Which means that it's especially pleasant to welcome such a promising-looking title as *Kurushi* to Sony's console

*Kurushi* is a very popular Japanese game or gina y known as *Intelligent Qubes* (or *IQ* for short), which makes us wonder why they changed its name to *Kurushi*, as *Intelligent Qubes* is already English, and sums up the game perfectly. Anyway.

You'll probably have had a peek at the cover demo by now, so you'll already have admired the way that *Kurushi* is so clearly a metaphor for the modern human condition: A man, isolated and essentially alone in an artificially created landscape, must dash about frantically trying to avoid the inevitable – death, of course, which is sinisterly represented here by being crushed under the weight of the oncoming blocks. He has only his wits to help him. Essentially his efforts are doomed, though, because eventually he will make a mistake, and when he does, the relentless rolling stones will not be forgiving. It is a sad, poignant commentary on the insignificance of our lives, which luck y also

makes for a great game

The neatness of *Kurushi* – as with all great puzzle games – is in its simplicity. The basic mechanics of bowing up blocks as they roll towards you is a very straightforward one. The fact that you must try and leave the black blocks unmolested, or lose one of



The red squares are those that are set to blow. There shouldn't be any problems here.

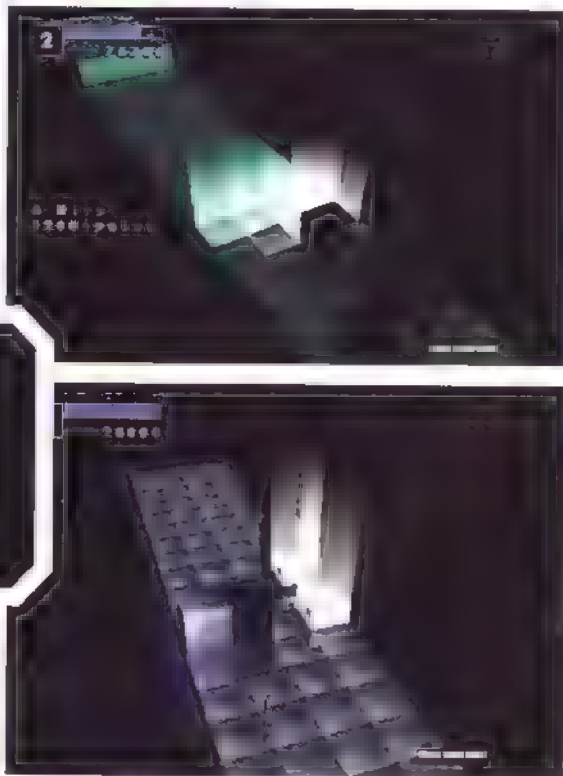
The spice comes in the form of the green blocks which explode to leave a six-square area ready to detonate...



■ PUBLISHER:	SCEE	■ ORIGIN:	Japan
■ DEVELOPER:	Sony Japan	■ STYLE:	Puzzle game
■ RELEASE DATE:	September	■ PLAYERS:	Two



Just in case you haven't managed to play the demo, *Kurushi* works like this. You're the little man running about. You can blow up any square by standing on it, pressing X to charge it, and then moving away and pressing X when the rolling blocks go over it.



the rows of your platform, adds a splendid brain-teasing element – as well as adding greatly to the frantic rush as you near the end of your platform. But the spice that really sets the game a light comes in the form of the green blocks which, once exploded, leave a six-square area ready to detonate at the pressing of another button. This leads to much chain-reaction potential and the chance to clear a lot the remaining blocks with one simple action, but considerable panache. But why are we telling you all this? You've already played the great demo, haven't you?

While initially *Kurushi* appears to be a most impossibly hard, it

also happens to be one of those games that you learn how to play without really noticing that you are doing so. After your first half hour of struggling, you'll suddenly start dashing about and blowing up blocks with style, and problems that once seemed intractable are now bursting with easy resolution.

### Countless levels

We don't know how many levels there are to *Kurushi* as a single-player game, because we've yet to meet anybody who claims to have come anywhere near completing the game. Suffice it to say that we believe there to be hundreds, each one becoming harder in some fashion; either because the blocks start moving faster, or because the platforms are shorter, or because the combinations of blocks become much more sophisticated.

The two-player game revolves around you taking it in turns to try to clear a level, with a point awarded for success. One player draws ahead, by successfully completing a level when the opponent fails, but like tennis, you must have a clear two-point advantage before you win a match. This simple mechanic allows for some heart-in-the-mouth tension as the player who has fallen behind tries desperately to avoid failure again.

So *Kurushi* appears to have it all, from simple yet cunning

*Kurushi* seems to have it all, from simple yet cunning puzzle action... to seat-of-the-pants, two-player excitement

puzzle action that will tease your brain, to seat-of-the-pants, two-player excitement that may cause the disruption of many a life-long friendship. Of course, the acid test comes with a scrupulous PSM review, to which *Kurushi* will be subjected in the very near future. Until then, may your blocks continue to roll, and your little man never get in the way.



(1) There may be trouble ahead, (2) Now that's clever. Having side-stepped the onrushing blocks, and waited for the black ones to roll away, we're ready to finish this.



(1) Sections of black blocks like this are easy to avoid harming. (2) But things get more complicated later.

# PrePlay | Kick Off '97

## Caught in the NET?

First there was a PlayStation football game. Then there was another one. And now there are flippin' hundreds...

**S**o this is the way it goes... Those of you with a coarse, adventurous spirit, who are lacking in patience and keen to turn the page to find out about all the other new games planned for the PlayStation, need only absorb the following information to be able to converse knowledgeably with your peers: 1. *Kick Off '97* is a football game 2. It is a revived PlayStation version of an old Amiga game 3. The PC version has been received warmly by the PC magazines. 4. It has motion-capture of David Seaman, Patrick Vieira and Ian Wright. 5. The commentary is by Jim Rosenthal. That's all you can go now.

So that just leaves us with the thoughtful, considered crowd who want to know more detail about the game and be able to catch out their coarse, adventurous friends in conversation. Unfortunately for you, there doesn't seem to be a great deal of extra information to give. That's possibly because *Kick Off*



'97 appears to be rather like every other major football game on the PlayStation. Let's go through our five points in some more detail though.

1. *Kick Off '97* is a football game. Undoubtedly true. It also has a massive database of players and clubs, offering you the chance to play as most of the international sides in the world or as any one of the teams in 15 different national leagues, from our own Premiership to the Bundesliga. You can compete in a national league, in the Champion's League, in a national cup, or in

(1) What a fantastic save. As you can see, the game's very well realised - it looks great.  
(2) What a fantastic goal. The motion capture's been done well - that's Ian Wright.



the World Cup qualifiers.

2. *Kick Off '97* is a revived, PlayStation version of an old Amiga game. Yes, it is - by Anco, who also coded the hugely successful *Player Manager* series of titles. *Kick Off* on the Amiga was regarded as the only real alternative to the universally acclaimed *Sensible Soccer*.

3. The PC Version has been received warmly by the PC magazines. Absolutely so. *Future's* own *PC Gamer* awarded the PC version 85% and acclaimed it as,



(1) An unseemly goal-mouth scramble. (2) Surely he must score. (3) There's an option to create your dream team. Just take any player from anywhere in the world and add them.

lecoqsportif® 



■ PUBLISHER:	Maxis	■ ORIGIN:	UK
■ DEVELOPER:	Anco	■ STYLE:	Football game
■ RELEASE DATE:	September	■ PLAYERS:	Two

[1] He'll just about get his fingers to that. [2] It seems a bit strange to have an intro that's just a better rendered version of the game. [3] No sleeping on the job. [4] The options screen. Choose cups, leagues or friendlies from here. [5] The radar can be turned off or on, and made to be any one of three sizes.



Kick Off has all the credentials to be a popular and enjoyable game... but can it offer the playability of leader ISS Pro?

'The best 3D football game on the PC'. It has to be remembered though, that the PC magazines are not as used to seeing top-quality arcade action as we are, and may be bowled over by something that we think of as quite average. Best to wait for our opinions before you charge out and order Kick Off '97 on the strength of that.

4. It has motion-capture of David Seaman, Patrick Vieira and an Wright. But then, hey, who

doesn't have great, top-name players doing their motion capture for them? And, if we're going to be brutally honest about this, those games that have made a big deal out of motion capture - we're thinking about Actua and FIFA - have actually been slightly disappointing, despite their undoubted commercial success.

5. The commentary is by Jim Rosenthal. There's not a great

deal you can say about that, except that it must be getting difficult for software companies to find a decent commentator who hasn't already been used on one of their competitor's football titles already.

So what are we left with? Well, Kick Off '97 looks like it should have all the credentials to be a popular and enjoyable game. It's got everything that every other PlayStation football title has got - from motion-captured players to rendered stadiums to 'real' commentary. And that extends to the controls as well, with all the usual passes, tackles and shots on offer. The only question is whether it'll be able to wrap all that up and offer anything like the playability of the outstanding leader in this group, ISS Pro. Only our full review will let you know for sure...



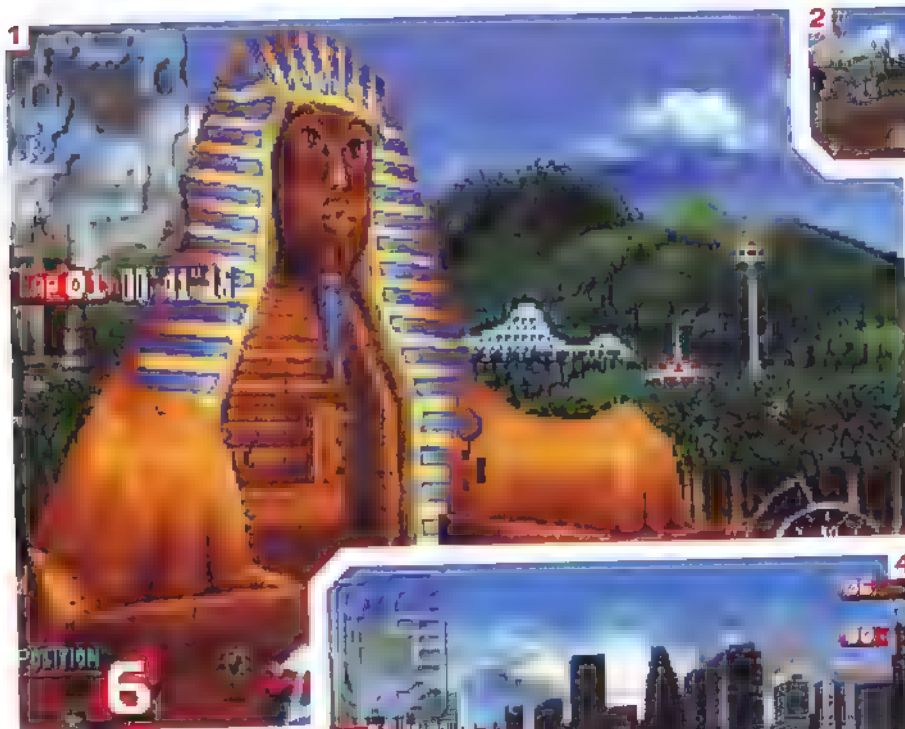
[1, 2] Kick Off features all the views you've come to expect from a game of its kind.



# PrePlay | Wreckin' Crew

## hot wheels

Quickdraw proclaim it to be a *Mario Kart* for the PlayStation, but can their racing game really take on the best?



(1) Quickdraw have taken one or two liberties with some of the world's most famous icons. (2) The cars are based on hot rods, a souped-up car which was most popular between the 1950s and 1970s. (3) With the delay in the release of the game, the team have added many more features, including extra pick-ups and further weapons. (4) The Nitro Rings give you a temporary turbo boost.



**P** SM first visited Quickdraw Software some eight months ago to catch up with their racing game *Wreckin' Crew*. It was originally set for a March release (yes, that's March 1997) but for one reason and another three, it has been delayed until late September.

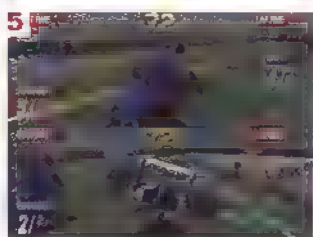
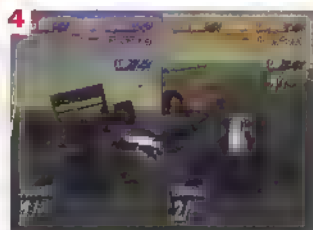
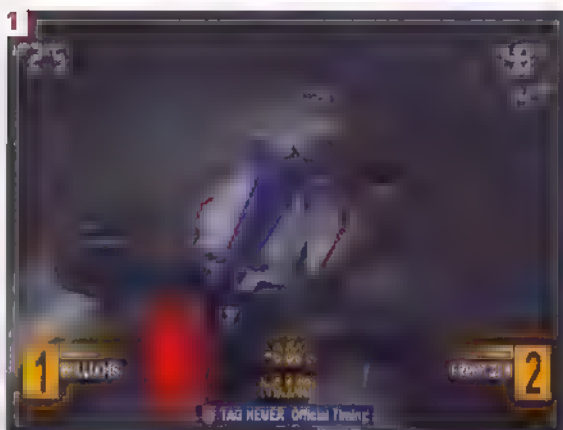
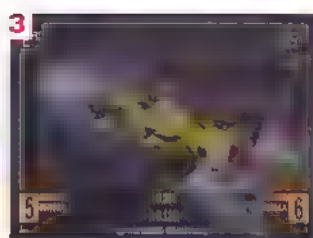
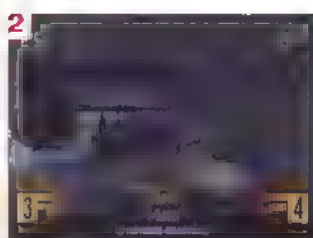
Worried that we'd forget all about the game, Quickdraw's **Lloyd Baker** is keen to remind the world just what the heck it's all about. *'Wreckin' Crew* combines multi-player combat racing with fun, detailed and interactive environments and allows the player to enjoy the thrill of high-speed racing while collecting pick ups and pulling off special moves. We've filed the





■ PUBLISHER:	Psygnosis	■ ORIGIN:	UK
■ DEVELOPER:	Bizarre Creations	■ STYLE:	Arcade racer/racing sim
■ RELEASE DATE:	September	■ PLAYERS:	One or two

(1, 2, 3) If you thought that racing in the rain was cool before, take a look at the new weather graphics. (4, 5, 6) The split-screen mode will let you choose between horizontal or vertical splits. (7) Yet more spectacular crashes.



However and wherever you get damaged, you'll be able to see it on the car - smack into someone's side and it'll crumple up...

even be secret tracks and a brand new 'US-style' commentator imagine the playability of *Virtua Racing* but with these graphics and you'll have a good idea of what to expect

On the other hand, the Grand Prix mode will be even more detailed and realistic than before. At the course, car, and driver data from the current season is being used to make the game as up to date as possible. The cars will perform according to their performance in this year's races, and the new AI routines have been designed to model the actual drivers and their styles.

The new game engine also allows for far more realistic handling and damage, with tyre wear, fuel levels, and detailed modelling of all the ways that you can stack an F1 car. The new graphics engine allows for what

the programmers call 'full dynamic deformation', which means that however and wherever you get damaged, you'll be able to see it on the car - smack into someone's side, and it'll get crushed and crumple up, for example.

To help players deal with all this increased detail and realism, Bizarre have also put a lot of effort into the various practice

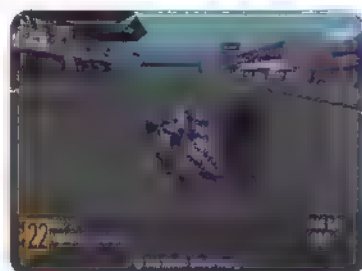
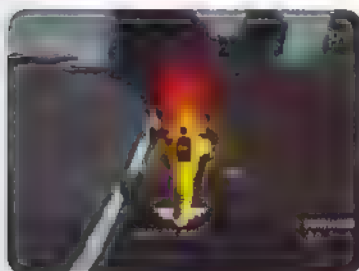
modes and driver aids. One of the cleverest is the racing line, which is still shown by the pattern of tyre marks on the track, but now they'll also indicate where to brake and accelerate by their colour.

Throw all this together with all three of the new Grand Prix circuits, full commentary by Murray Walker and Martin Brundle (featuring three times as much speech as the original game), completely new sound throughout, and those stunning looks, and it looks like both Bizarre and us gamers are on to a winner.

To find out just how good the finished game is, you only have to wait until the next issue of *PSM*, in which we'll be bringing you an exclusive first review of the game, together with a unique demonstration on the cover disc.



## Crash and burn?



One of the areas of the game that Bizarre have put the most effort into improving, and adding to, is car damage and crashes. While *F1* featured front and rear wing damage in addition to tyre wear, *F1 '97's* Grand Prix mode will include realistic damage and wear to almost every area of the car, complete with blow-outs, crumpled body panels, and these amazing smoke and fire graphics.

Round-up **Japan**

# Latent Oriental





No, not another carelessly-written feature on why they're all completely bonkers in Japan, but instead an understanding of the Eastern culture, some insight into Japan's domination of the games industry, and a review of what the major players will be offering up this winter. A look, then, at the latest Japanese releases to head this way without once using the headline 'Big in Japan'...

**W**ere you to form your opinion of the Japanese based solely on information gleaned from games magazines, you would probably

have them pigeon-holed as games-obsessed perverts who live on a diet of raw snake and Manga films; workaholics who slave away from four in the morning until three the next day, then spend their spare time either queueing for the latest piece of technology, or sleeping in their clear plastic tubes; millions of them, all trudging round *Bladerunner*-style

**...the Japanese are a reserved nation, well-mannered, eager to please...**

landscapes, twiddling with their Tamagotchis and dreaming of wide-eyed scantily-clad schoolgirls.

And while there is perhaps some foundation to these descriptions, for the most part, it is simply predictable stereotyping which perpetuates these half-truths, and lazy generalisation made by people who have never even visited the country. And as each sloppy story feeds another, so these myths become more and more distorted, like Chinese whispers. Make that Japanese whispers.

In fact, as a race the Japanese share many similarities of psyche with us. Their island mentality is like our own and the Japanese are a reserved nation, well-mannered, eager to please, with an ordered, civil society. Obviously they are different in



One of Namco's 'suits' puts *Ace Combat 2* through its paces at their Tokyo HQ

## Namco



Namco are the Godfathers of PlayStation. As Sony have often said, it was Namco's game, *Ridge Racer*, which did as much as anything to convince people that the PlayStation really had a future. The company were already famous for their huge list of console and arcade creations including, of course, *PacMan* - long before the PlayStation came along. Since then, however, the *Ridge Racer* and *Tekken* dynasties have taken the company to even greater heights.

Originally established in 1955, Namco now have 2,170 employees and an annual revenue in excess of \$1 billion. Much of that money has come from their PlayStation titles, of which they have released 21 in total (14 of those surfacing in Europe). Of those titles, six of them (*Ridge Racer*, *Ridge Racer Revolution*, *Rage Racer*, *Tekken*, *Tekken 2*, and *Soul Blade*) have sold more than a million copies. And there are more titles on the horizon, ready to join that millionaires' club.

### Time Crisis

This 3D shoot 'em up adventure proved massively popular in the arcades and is already doing very good business on the PlayStation in Japan. It is set for release in this country in September and will be packaged with the G-con 45 gun. Unlike linear versions of the genre such as *Revolution X*, the key to *Time Crisis*' expected superiority is the ability to hide and make swift dodges from the constant barrage of enemy attacks. Also, the course of the action will change depending on how your accuracy rates throughout. And there are more levels than ever before. This is a certainty to join the other six million selling Namco titles. Expect *Lethal Enforcers* and *Judge Dredd* to compete for the title of best shooting game but, being realistic, this is the one they've all got to beat.



### Point Blank

Known as *Gun Bullet* in Japan, this is best described as puzzle game meets shoot 'em up - a shooting party game if you will. Two players can play, with two guns, and the object is to clear screens by shooting at things. It's like the PlayStation equivalent of the fairground game in which you smack crocodiles on the head with a mallet. In one game you have to clear a grid from one to 16 in order as the numbers move around; in another you have to shoot bouncing balls. There are also training modes and even an RPG quest mode in which you point and shoot rather than point and click. An interesting concept, and fun too.





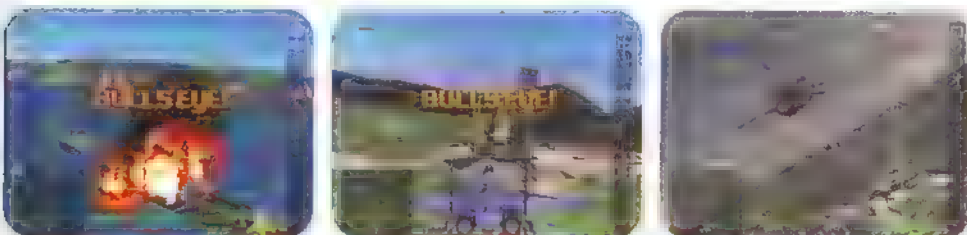
The original *Xevious* first appeared in 1983 and has had arcade fans and console gamers hooked ever since. A simple linear shoot 'em up, this release will include four versions of the game, *Xevious* – the first of the series, *Super Xevious*, *Xevious Arrangement* – a variation on the first two, and, of course, *Xevious 3D/G*, the latest incarnation. For more details on the whole package, turn to page 116 for a full review.

## Xevious 3D



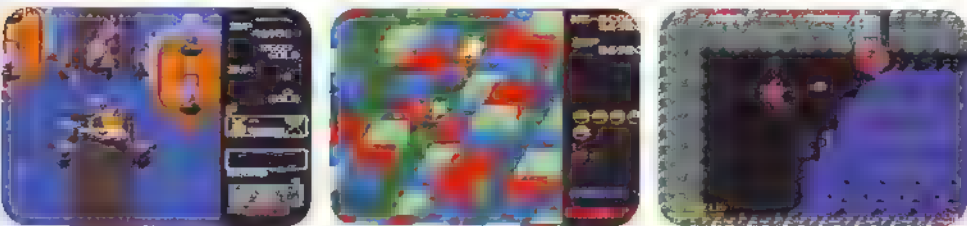
The sequel to Namco's first 3D flying game is far more detailed in terms of graphics than the original, and is more varied in terms of aircraft and missions. There are 16 planes in all, eight of them hidden ones, and all of them move in a far more natural way than the original. The action is again viewed from first person and rear views, but there is also a revolutionary Target View which adds another dimension. Also worth mentioning is that not only will the game be compatible with the analogue pad, it will also have a joypad pack.

## Air Combat 2



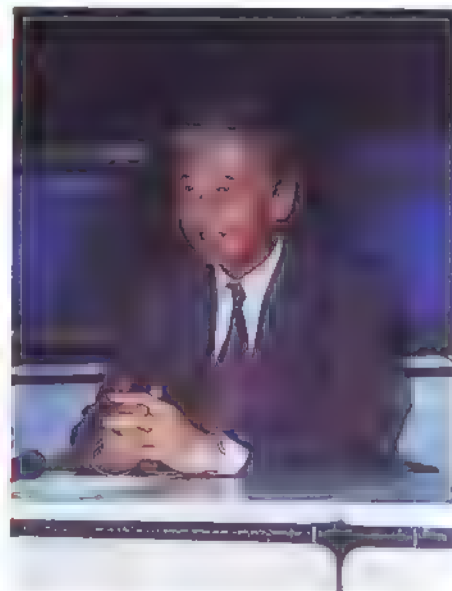
In the latest retro package from Namco there are five more arcade hits reworked for the PlayStation, namely *Metro-Cross*, *Baraduke*, *Dragon Spirit*, *Pac-Mania* and *The Legend of Valkyrie*. While they might not be up to the standard of earlier *Museum* pieces, these will nevertheless strike a chord with some gamers, depending on your age and early gaming experiences.

## Namco Museum Volume 5



This is best described as an underwater flight sim, with gameplay that is quite literally immersing. The graphical quality and control system combine to give a real feeling of underwater movement, with the merit of adding a realistic quality. This isn't another *Depth* or *Aquanaut's Holiday*, as there are definite goals to achieve, but it's a relaxing game to play nevertheless. Expect it to appear early next year.

## Treasures Of The Deep

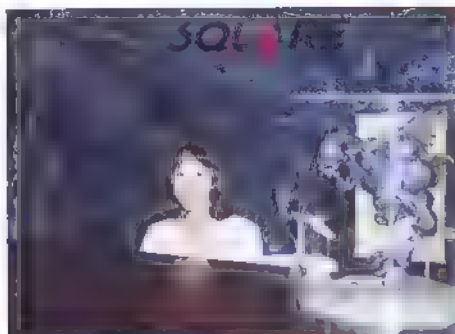


Mr Sony Computer Entertainment Japan himself, Terry Tokanaka.

many ways to us – 7000 miles can literally make a world of difference – but of all the Asian nations, it is with them that we have the most in common. While there may be some strange PlayStation games coming out of Japan, they do, after all, come out over here, and are incredibly popular. When was the last time you played an Indian or Chinese PlayStation game? The simple truth is that for the average videogames journalist, the better story comes from eccentricity rather than accuracy. And when it comes to it, just what is eccentric? The fact that the UK's most popular television programme concerns a bunch of moaning market-traders in a drab East London square must seem bonkers to the rest of the world.

One thing that is certain about Japan is that they LOVE games – with not only a capital L, but also an upper-case O, V and E. Up until the end of May this year, 223 PlayStation titles had been released in the UK. In Japan the figure was 811. Not only is there a breadth of titles, but they shift in enormous quantities, too. When *PSM* visited Tokyo, recently we were invited to the Sony Games Awards ceremony. It was an event to rival our Brits awards, replete with Brazilian dance girls, famous presenters (no, you won't have heard of them, but then how ►

# Squaresoft



(Top) Welcome to Squaresoft. (Above) Imagine being a Japanese games tester. Now, that's what we call a job.

► many Japanese citizens have heard of Chris Evans?), and a huge and appreciative audience. Awards were presented to games selling more than half a million copies, of which there were six. Not bad, considering that a really decent game in the UK will sell around 200,000 copies. But to put that in context, there were another five games that sold over a million copies, one that sold more than double that, and another that passed the three million mark.

There are other differences to the UK market, however, which form the cornerstone of the 'Japanese are weird' ethos, and these aren't just in terms of the quantity of games sold. To understand these differences, you have to look at the fabric and history of Japanese society. The country is one in which honour is integral, massive importance is placed on the family, and the woman's role is a very subservient one. Society is very tightly bound and the group ethic is far more important than individuality. The need to escape into a world of fantasy is perhaps more necessary than in this country. They are also a country just starting to relax. After the decimating

**W**hen Squaresoft defected from Nintendo to Sony last year, it sent shockwaves through the gaming industry. For despite being a relatively new company, Square were prime movers in Nintendo's success with the SNES, and were expected to be a driving force behind the N64. Originally starting as a software development unit within a Japanese company, Square had only released one title when they signed a licensing deal with Nintendo in 1985. Two years later, the first *Final Fantasy* game appeared; a year later a sequel; and by the time the game was released in the West, in 1990, the company were massive. It was *Secret Of Mana* that really broke Square in this country, however, and ever since, their style of RPG adventures have been huge. To put the company in perspective, only *Mario* games have sold more copies throughout the world than *Final Fantasy* titles. Recently Square have changed tack slightly, moving into other genres, and when *PSM* visited their Tokyo headquarters there was talk of more diversification. *Tobal 2* has already gone down well in Japan, but isn't scheduled for a UK release at present. Also being discussed as possibilities now are an arcade series of games, as well as sports titles and other beat 'em ups.

## Final Fantasy VII

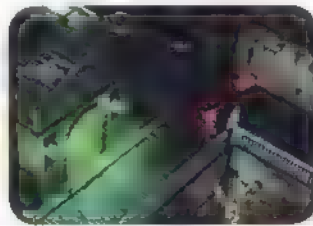
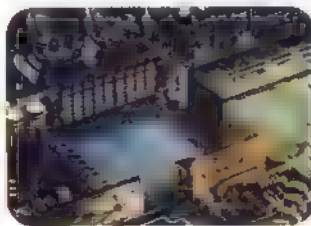
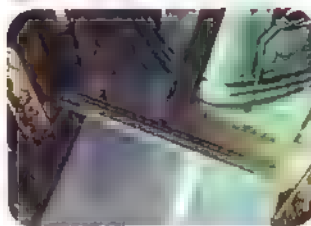
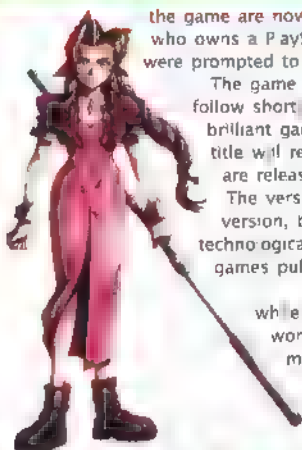
The latest in the *Final Fantasy* series appears to be the greatest. Upon its release in Japan, there were already advance orders of two million copies. Sales of

the game are now approaching four million and the ratio is such that just about everybody who owns a PlayStation in Japan also owns a copy of the game. And indeed many people were prompted to buy a PlayStation just on the basis of the *Final Fantasy* games.

The game is set for release in America on September 7, and a European release will follow shortly afterwards. UK PlayStation owners will then be able to marvel at the brilliant gameplay and sheer beauty of the *Final Fantasy* series. Square believe that the title will reach the million mark in Europe, and while this may seem like bravado, they are releasing a million demo discs to pave its way.

The version that will go on sale in America and Europe is different to the Japanese version, but as Squaresoft explained to *PSM*, these are not for any reasons concerning technological difficulties in converting the title, but simply down to nuances in how the games public differs.

Square have tried to keep the game intact, retaining its original taste, while at the same time enhancing and refining it. And so as you move about the world, meeting new characters and solving various puzzles, you will now have more of a storyline and enhanced battle scenes with even better bosses. The game is now easier to use and the underlying themes are now slightly more obvious. Also present in the PAL version will be a number of sub-games involving submarine and snowboard riding.



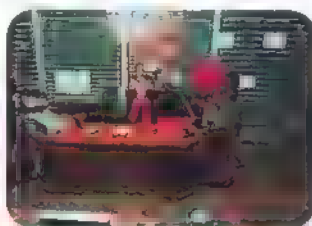
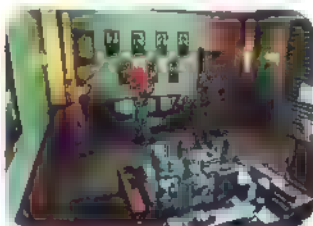


# Capcom

**C**apcom's HQ sits slap bang in the middle of Tokyo, with some 850 employees situated there, or 400 miles away at their R&D offices in Osaka. Famous for their fighting games, predominantly, Capcom have traditionally concentrated on arcade games rather than console. Obviously many have been converted for home use, however, with the *Street Fighter* series being the most distinctive. In *Resident Evil*, though, Capcom created a PlayStation game which is the equal of any title on Sony's console. A sequel is planned, with a huge team already working on it. Expect plenty more beat 'em ups to appear over the next year as well.

Whenever we have a poll for best game, you can bet that *Resident Evil* will have a place in the top five. Along with *Tekken 2*, it's the best PlayStation game ever to come out of Japan. And a sequel is on the way that is likely to blow away all adventuring opposition. Except perhaps for that *Lara Croft* thing, whatever that's called. Once again, expect more zombie-frenzy, only this time it'll be more terrifying and action-packed than ever.

## Resident Evil 2



Capcom are famous for their vast array of beat 'em up titles and *Darkstalkers* is another in their long lineage of fighting games. Sharing the 2D nature of its predecessors and its more famous *Street Fighter* stab emate, this version will be faster than ever, with more varied attacks and greater playability, as well as boasting some of the best backgrounds ever to grace a fighting game. The only question remaining is when it will receive a release in the UK? We'd hazard a guess at around the turn of the year, or perhaps early in 1998.

## Darkstalkers 3



And there's more fighting to be had with the stars of *Marvel* comics. All the famous *Marvel* characters come together for this bright and entertaining beat 'em up. More will be revealed in a full preview next month, when we'll take a closer look at the incredibly addictive gameplay of this gorgeous-looking title.

## Marvel Super Heroes



effect of the Second World War, the need to rebuild was paramount and so people grasped the work ethic like never before – to the point of obsession – as the need for the country to regenerate itself was put above everything else. By the late Fifties, Japan was thriving, but to some extent the need to work hard was now ingrained (hence the scare stories about long hours, and so on). Today the Japanese work in much the same way as us, and indeed work

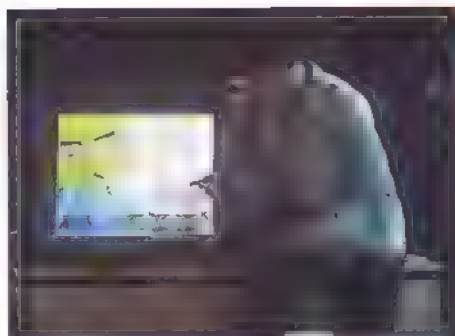
**Today the Japanese work in much the same way as us, indeed work schemes are very healthy...**

schemes are very healthy – at Squaresoft, people tend to get to work at 10am and stay until six, but as long as they get their work done, they can work whenever they wish. In August, the whole firm shuts down and everybody takes a month off. They work hard, but they play hard too.

Other misconceptions are just as easily dismissed. Tokyo is not the imposing metropolis you might imagine. It is certainly not even close to Luc Besson's vision of a futuristic landscape, as seen in the *Fifth Element*. In simple terms, earthquakes dictate that there can't be massive tower blocks. The city covers a huge area, however, and is very densely populated. Neon is also incredibly common, and on a foggy night, sat in a revolving restaurant at the top of the 5000-room hotel in which *PSM* stayed, the *Bladerunner* comparisons can be seen. By ►



Squaresoft display their PlayStation wares in the lobby of the HQ.



Staff at Sony Japan are pretty hot when it comes to *PaRappa The Rapper*.

► day, however, the city could almost be described as pretty, with plenty of parks, tree-lined streets which are not as crowded as you might imagine, and shops that open out on to pavements. In parts, Tokyo could be compared to Madrid or Barcelona. There are, however, places in which gross commercialism and excesses of consumerism can be seen. The famous technology district of Akihabara is a huge area of town, devoted solely to shops selling electronic gadgetry, electrical goods and games. Millions of games. But the assumption that

## In parts, Tokyo could be compared to Madrid or Barcelona...

many people make is that because Akihabara exists – an area totally devoted to electronics shops – the Japanese must be absolutely mad for technology. Well, yes and no. The truth is, the Japanese are very ordered, and rather than having high streets such as those in London, where there are different types of stores next to each other, the Japanese have areas in which similar types of shops are based – an area full of sports shops, one full of books, districts full of clothes shops, and others full of food. In this way, prices among the shops are kept very competitive. But as a general concession, it is true that of all the districts, the technology area is by far the biggest.

As for other examples of the 'mad in Japan' beliefs, what about Tamagotchis? What's that all about? Well

# Sony Japan

**T**hey're the people responsible for the whole PlayStation thing. If it hadn't been for them, then ultimately you wouldn't be reading this magazine now. Established in 1993 as part of the Sony corporation, they are now one of Sony's most powerful groups and a huge source of income. Now as the next wave of PlayStation owners come into being, and original estimates for numbers of players are blown away, Sony have taken it upon themselves to really innovate and take the PlayStation in directions never previously imagined. Rather than plodding on with racing games and sports sims, they are trying to create PlayStation 'experiences'. And while some of the games they are coming up with may be a little strange, and initially inaccessible, the long-term plan is to encourage third-party developers to try different things.



So far it seems to be working, and whole new types of PlayStation owners are emerging. *PaRappa The Rapper*, in particular, has helped enormously. The game has sold over 750,000 copies in Japan and 40 per cent of the people buying it have been female. Indeed the percentage of female PlayStation owners in Japan has risen from 11.6 per cent to 20.4 per cent. And for 13.7 per cent of PlayStation buyers, it is their first format purchase. And so to those new and innovative games...



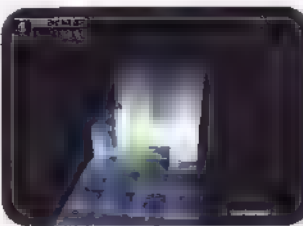
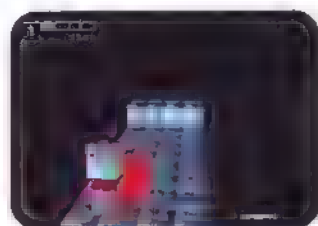
## PaRappa The Rapper

The little fella himself. Love him or hate him, you will be seeing a lot of him soon and will at some stage find yourself singing along to one of his tunes. Essentially a Simon says, rhythm-style game, this is full of surreal scenes and addictive gameplay together with some wonderful characters and great effects. Not necessarily an essential purchase, but certainly a must-play-at-least-once title. And with a few beers and plenty of mates, this could be the most fun you'll ever have with a PlayStation. You'll be hooting with laughter and looking on in bewilderment. For a complete review, turn to page 104 now.



## Kurushi

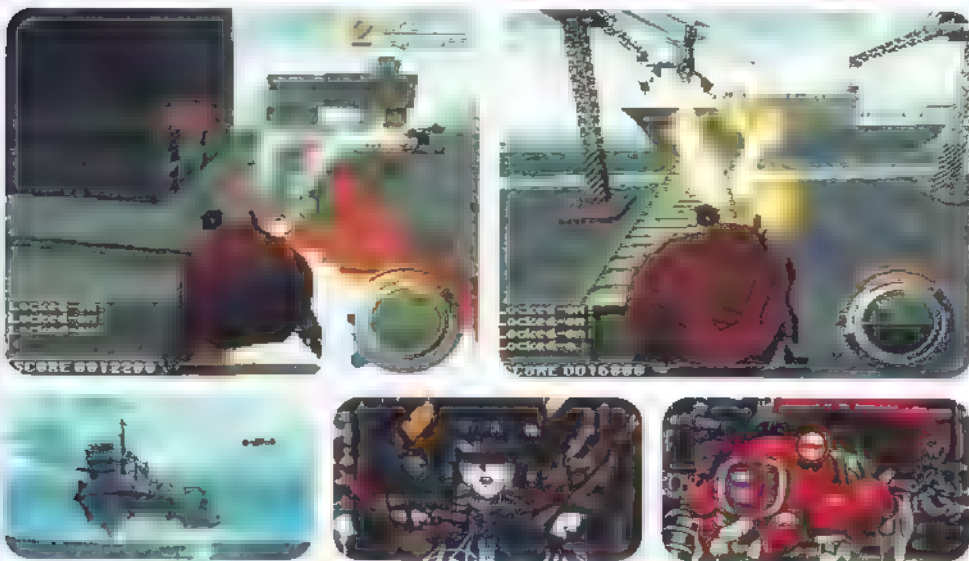
As you can see on this month's disc and in this month's PrePlay section, *Kurushi* is a puzzle game. Although a ready being compared to a 3D Tetris, it is actually very much its own game. You control a character on screen who runs about a grid, activating moves which allow blocks rolling out of the screen towards you to drop off the screen. If they don't drop, then your player is killed. It has to be played to really get an understanding, but believe us when we say it is totally addictive. And it is the first puzzle game which only appears on the PlayStation and no other format.





Although *Ghost In The Shell* was recently a very successful film in Japan, it is actually the comic version on which the game is based. The game is a 3D shooting game which, in many ways, could be described as a third-person, *Doom* style game. You control a craft which has the ability to move anywhere within the gaming area in real time. And when we say anywhere, we really mean anywhere. This is achieved by using a games engine twice as powerful as *Jumping Flash 2*. The game has been in development for 18 months and Sony have high hopes for the title. The only thing that may prevent it from achieving success in the UK could be the Manga-style graphics which are slightly out of step with the current polygon vogue.

## Ghost In The Shell



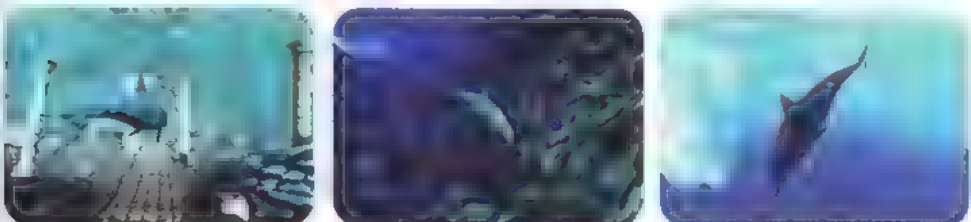
Very different to the current crop of golf games, this is more of a cartoon version of the noble sport. Although the physics of the game are spot-on and there are excellent features to the gameplay, the actual players are like small cartoon characters. Hard to tell how this will sell in this country, but if you can get past the off-putting nature of the very young graphics, then it actually plays exceptionally well. Indeed while this may not be a massive seller, this game certainly fulfils Sony's desire to innovate and will hopefully inspire other developers.

## Everybody's Golf



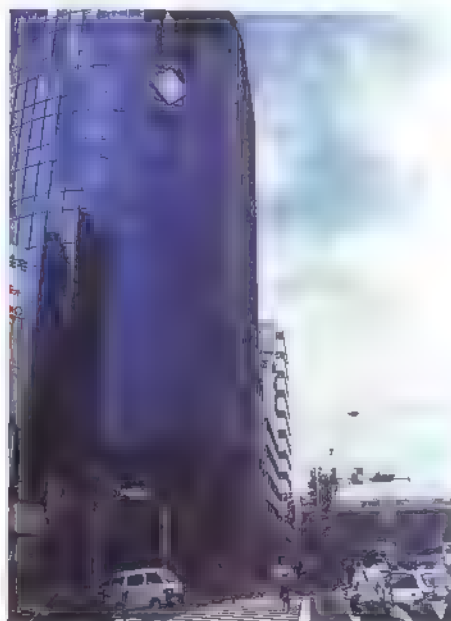
Previewed in last month's issue, *Depth* is very similar to *Aquanaut's Holiday*. It is an underwater exploration game in which you have no real goals. The whole thing is a relaxing experience which involves you programming your own dance music as the game progresses. With top hats, bass, sequencer patterns and a bmp controller, you can create anything from ambient to techno music, then go off for a peaceful swim as a dolphin. With excellent graphics, expect this to appear in a chill-out room near you soon. Again, perhaps not a 'must buy' title, but one that could be very relevant in the PlayStation's long term development.

## Depth



due to the density of population in major Japanese cities, pets are banned. You aren't allowed to own a cat or a dog. Which surely makes the virtual pet seem less of a strange idea. And don't they all eat raw fish? Yes, sushi is very common. But then, Japan is an island and it's surrounded by plenty of fish. What can you do? Eating them raw may sound weird, but then we eat cockles, shrimps and smoked salmon and don't bat an eyelid. This is much the same. Other things are harder to explain away. The obsession with schoolgirls can be slightly disturbing and hard to fathom, but then in this country how Beverly Callard (*Coronation Street's* Liz McDonald) became a sex symbol is totally beyond anyone on the PSM team. The bottom line is that Japan is a very different nation to ours, but for 'weird' also read 'interesting, bewitching and beguiling'.

But we digress. It is the PlayStation with which we're concerned. And indeed it is the PlayStation with which most of Japan is concerned. To date, more than 60 million PlayStation games have been sold in Japan – over double the amount sold in Europe. There are also plenty more games in the pipeline, with some 540 third-part licensees working on ▶



Sony Japan is situated right in the centre of Tokyo. The building is hugely impressive.

► titles, a figure almost double that of Europe and America put together. Of those 540, we simply visited arguably the three most important to the UK market: Namco, Squaresoft, and Sony Japan themselves.

Professionalism is also very high. In Britain a typical visit by PSM to, say, Gremlin, will involve being met by a PR person and programmer in jeans and T-shirt. The game will be demonstrated, a press pack proffered, a quick interview undertaken, and that's it. At all the major software corporations we visited in Tokyo, we were greeted by the President and lead to a conference room where a personally-labelled pack was waiting. A speech by the President would follow and then a tour of the company would ensue. Next would be a thorough demonstration of all aspects of the game with an open forum for the various foreign journalists present. You would then head off to smaller meeting rooms for up to six or seven individual interviews, lasting half an hour each, with everybody who had worked on the game. The Japanese take their games very seriously. Namco were the first we saw...



## Mad in Japan?

They're all mad those Japanese, aren't they? Well, no, actually. They're possibly the most advanced civilisation in the world. Call them eccentric if you like, but let me who lives in a country without Ken Dodd, jellied eels and the *Antiques Roadshow*, cast the first stone.

### 1. They all work 24 hours a day

Nope. They work much the same hours as us. They are very professional, though.

### 2. They all sleep in glass tubes

There are hotels in which this occurs, but most people just go home to their flats or houses.

### 3. They all eat weird food

If you've ever tried sushi, you'll know that 'weird' food is pretty tasty.

### 4. Tokyo is straight out of *Bladerunner*

In fact it's a very beautiful city, lacking in skyscrapers.

### 5. Everybody is a ninja

Violence in Japan is very rare.

### 6. They all watch Manga

The Japanese film industry is very artistic and varied.

### 7. They all have sex with schoolgirls

They wish.

### 8. They all do karaoke

Yes, it is very popular.

### 9. They all play videogames

And, yes, these are even more popular.

### 10. They're all little fellas

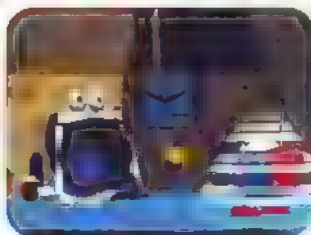
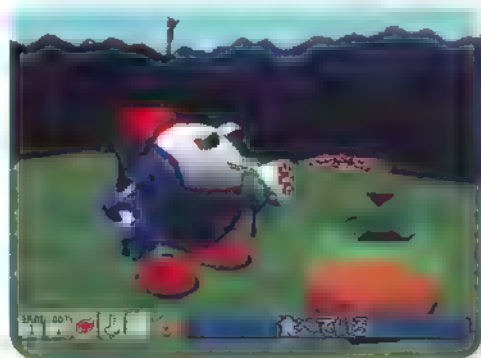
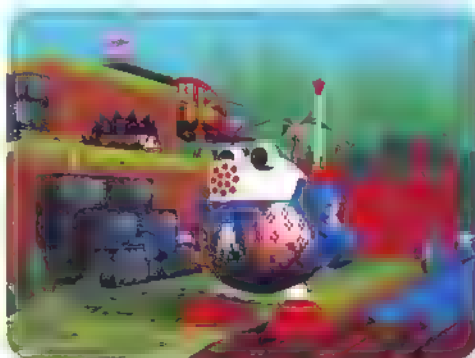
Okay, maybe there's some truth in these rumours.

# Sony Japan

[continued]

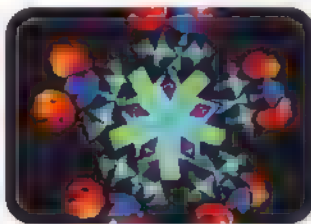
## 'Do Your Best Monica'

The working title of this game is a very loose translation of the Japanese name and really gives no indication of what to expect. What you actually get is a 'nurture' game in which you have to look after a pet and help it to develop. Although the producers were at pains to stress that this isn't a Tamagotchi-style of game, the comparisons are very obvious. The creature is called 'Pit' and is asexual, according to its creators. Apparently there are up to 4000 hours of gameplay in which you can nurture your charge in this 'neural navigation system' and he can be quite an unruly little thing - if left to his own devices, he will even eat his own shit. Okay, so maybe the Japanese are a little eccentric after all... They have already sold over 350,000 copies of the game, which was released in Japan in May.



## Baby Universe

Almost like a PlayStation screensaver, *Baby Universe* is, in fact, a music and visuals package which allows you to create 3D kaleidoscope patterns on screen and then develop them to the sound of your own music by swapping in an audio CD of your choice. Created by a famous Japanese musical artist, it was aimed in Japan at the twentysomething mae-cubbers. Again, you could be playing this down at the Ministry of Sound, early in 1998.



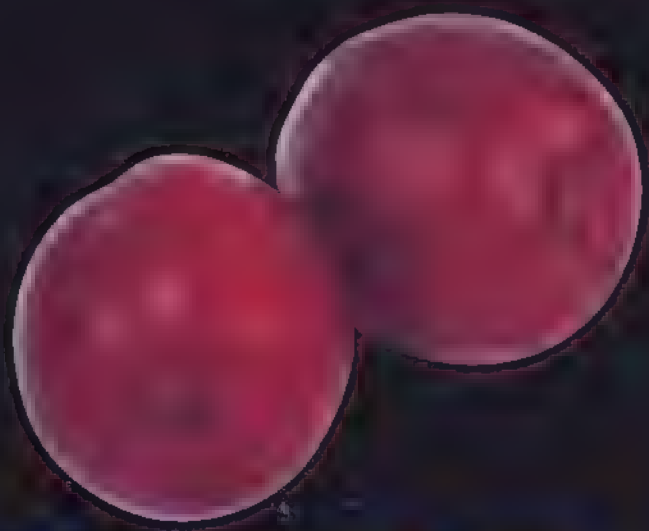
## Also coming soon...

*Resident Evil (Director's Cut)* - Capcom  
*Street Fighter EX Plus* - Capcom  
*Super Street Fighter 2* - Capcom  
*X-Men Vs Street Fighter* - Capcom  
*Mega Man X4* - Capcom  
*Breath Of Fire 3* - Capcom  
*Aqua Prophecy* - ASCII

*Carom Shot* - ASCII  
*Clock Tower* - ASCII  
*Broken Helix* - Konami  
*Castlevania* - Konami  
*In The Zone '98* - Konami  
*Lethal Enforcers 1&2* - Konami  
*Metal Gear Solid* - Konami

*Midnight Run* - Konami  
*Poy Poy* - Konami  
*Snikoden 2* - Konami  
*Winter Olympics '98* - Konami  
*Deadly Skies* - JVC  
*Raw Pursuit* - JVC  
*Dharma Force* - Jaleco





***MBUK grabs ya...***



***Now on sale £2.95***

History **Bear 'em ups**

# Everybody was Kung fu Fighting



From the blockiest bit-maps to the smoothest, light-sourced real-time rendering, the history of the beat 'em up is practically the history of the home console. Join us as we unveil the complete story of the fighting game's rise to dominance and learn more than you wanted to about the world's most popular genre





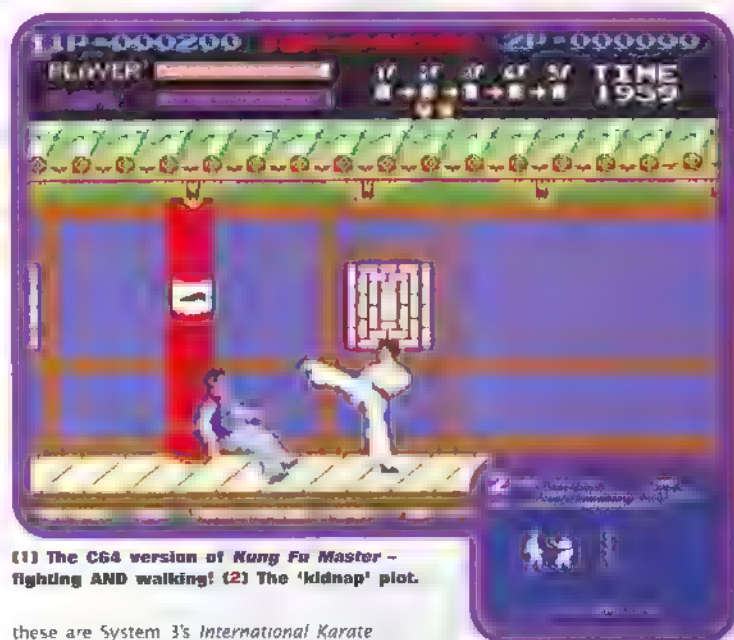
# In a dojo far, far away



As nearly every form of videogame is essentially about conflict, it seems like taking two human beings, sticking them in the same territory and watching them slug it out is the most obvious idea for a videogame you could possibly imagine. Nevertheless, you'll find that representations of the martial arts are noticeably rare in any retro reminiscence on yesteryear's computer and arcade titles. Unlike racing games, where three adjacent blocks could pass for a dragster, it wasn't easy to represent the flexible human form using early graphic technology. But the desire to recreate ourselves within a virtual environment remains, and with each new technical development – sprites, digitisation, motion capture, 3D maths, texture mapping – the beat 'em up has taken a small step forward.

It all started, supposedly, with Data East's *Karate Champ*, way back in 1984. Instead of attack buttons, the arcade cabinet had two joysticks to control your character; the idea being that different stick combinations produced the rather limited number of moves. Not the most auspicious of beginnings, admittedly, but the foundations of the (much) 'genre' had been laid. Even at this early stage, *Karate Champ* established such stalwart devices as energy bars and the bonus round in which players could wreak havoc on flowerpots and vases.

Hindsight offers similar surprises when its gaze is directed upon the prophetic *Yie Ar Kung Fu* (1985), originally a co-op from the fledgling Konami. The rules were primitive, allowing just a couple of kicks and punches to smack your way through an increasingly tough line-up of CPU-controlled enemies. But it boasted many of the elements we recognise today, including flying kicks, animated backdrops, projectiles, hand weapons, special moves (your first opponent performs a version of Honda's Sumo Torpedo), and even the first female fighter, wielding a deadly fan. By the time conversions of *Yie Ar* reached the home computer scene, however, its impact was soon diminished by a slew of Brit-coded imitators. Perhaps the most fondly remembered of



(1) The C64 version of *Kung Fu Master* – fighting AND walking! (2) The 'kidnap' plot.

these are System 3's *International Karate* games, affectionately abbreviated to *IK* (1986), and *IK+* (1987). Designed by Archer Maclean, they featured identical sprites, distinguished only by the traditional red and blue pyjama suits later seen on Ken and Ryu. Though limited in animation, it was a small joy to deliver a gut punch and see your opponent fold up with an exquisite expression of 'Dooff'.

**Rules were primitive, allowing just a couple of kicks and punches to smack your way through tough CPU-controlled enemies**

The challenge was increased when *IK+* effortlessly added a third warrior to the screen; the eventual winner decided on the skill points awarded by your small, bearded master. Another popular series, *Way Of The Exploding Fist*, closely echoed the *IK* titles but did so with slicker presentation, adding different stage backdrops and some crunchy sound FX.

Meanwhile, back in the arcades, a small step forward in technology was making its mark. The introduction of a continuous scrolling environment to replace flicking between one screen 'levels' had revolutionised early game environments, and the beat 'em up was to benefit from same. The results weren't entirely dissimilar to older ventures: *Kung Fu Master* (1984) had led your fighter down long corridors of bad guys to rescue the predictably kidnapped girlfriend from Mr X, repeating enough of its background detail in the process to make *Scooby Doo* look positively Pre-Raphaelite. And, sadly, there are developers still using that dodgy old plot today. But there was something about the



(1) *Way Of The Exploding Fist* made a name for budding softco Melbourne House. (2) Max Boyce-alikes of *IK+* engage in a three-way pyjama barney.







(1) *Super SFII* saw US-designed characters introduced to the series. (2) Boon & Tobias now claim that the appeal of *MK* rests in its storyline and strong characters. Smml. Nmmf. Maha. Sorry? (3) Fore! (4) Evil purple wizard and young ladyfriend from the Boris Vallejo Finishing School watch barbarians battle.

scrolling lead-pipe 'em up that perfectly suited the arcade experience, and it wasn't long before every softco with a leisure division was churning out its own take on the walky-fighty phenomenon. When *Double Dragon* from Taito (1986) allowed the player to retrieve and wield a street punk's knife or bike chain, the blueprint was set for another five years. *Bad Dudes*, *Final Fight*... the list of identikit vigilante slum-trawls was both frighteningly huge, and at the same time hugely frightening.

And what better format for the merchandising success of the decade? *Teenage Mutant Ninja Turtles* (Konami/Romstar 1989) already had the perfect scenario, and the simplistic comic-book design was ideally suited to contemporary sprite animation. Whatever we think of it now, there's no denying that a timely licence and a sociable four-player cabinet made *Turtles* one of the busiest coin-suckers of its day.

### Ouch, my thumbs

Capcom's *Street Fighter* hit the arcades in 1987, and at first appeared to be little more than a gimmick. The cabinet used pressure-sensitive 'impact pads' as an interface, so that the player had to punch away with varying degrees of force to access different moves on screen. This couldn't have been the most comfortable arrangement for a regular player,



and simple wear and tear on the pressure pads made them notoriously short-lived. As a quick solution, Capcom refitted the cabinets with six attack buttons – graded light, medium and heavy strength – which effectively duplicated the output of the pressure pads for punches and kicks. Even this was a novelty for the time, and many observers criticised the complexity of having so many buttons. It was, however, the basis for 1991's *Street Fighter II*. Intimidating and perplexing at first, it took more dedicated players to discover its qualities and promote them until *SFII* expertise became the measure by which to gauge your talents down the local fleapit. *SFII* would become the biggest grossing coin-op after 1980's *Pac-Man*.

A year later, Midway was to discover another nice little earner in a series called *Mortal Kombat*. Thanks to its sophisticated digitised graphics of 'real' actors (hun), its depiction of gory deaths caused plenty of controversy. *SFII* aficionados ridiculed its cheap moves and loopable sweep kicks, but the sheer outrageous spectacle of *MK* would have kept the series going, even without the system tweekage of each instalment.

### Ker-Chiiiiing!

When weapons are involved, things can get nasty. A much earlier game renowned for its ►

## RUMBLE ON THE BOX

Jackie Chan is God, or so the saying 'went'. It's a tragedy that Jackie's talents have gone unnoticed for so long by Western audiences, and that

*Rumble In The Bronx* will probably woo a bigger audience than his more deserving films. But for those of us who like our chop-socky interactive, he's never been far away.

The diminutive cinema kickster's association with videogames actually dates back to the Eighties, with a scrolly-platformy smackfest appropriately monickered *Jackie Chan's Action Kung Fu* (NES, PC Engine). He paid back the compliment in the film *City Hunter*, a live-action anime which found him re-enacting *Street Fighter 2* battles in a bizarre, comic arcade-brawl sequence.



It's only fitting, therefore, that he now takes his place in one of the finest fighting games currently available:

*Tekken 2*. Film fans won't be fooled by the name. Lai Wu Long, a thinly-veiled homage to Jackie's character in the *Police Story* movies. We'll see more of him on the PlayStation soon, and sofa-huggers who haven't enjoyed his exploits in the arcade can look forward to 'being' Jackie once more in *Tekken 3*. The twist here is his ability to adopt different fighting styles, encompassing the swaying, bottle-swiggling surprise techniques of *Drunken Master*...



# History **Beat 'em ups**

## QUEENSBERRY RULES!

A keen patron of boxing, the 8th Marquis of Queensberry formulated a set of rules for the sport in 1867. His name is still associated with fair play in fighting, though he was also responsible for getting poor Oscar Wilde banged up in prison. Er, so to speak.

► gore factor was *Barbarian* (C64, BBC) from 1986, though in hindsight it seems a little unfair. Take a look at the moves today and you'll appreciate the surprising sophistication of this two-player gladiatorial swordfight. Knockbacks, high and low weapon parries, even a 'super' move that was slow to perform and easy to block but could take an opponent's head off in one swift kill. Sprite animation was impressive, and the swords made a tremendous 'ker-ching!' when they clashed.

At one time, it looked as if the frantic katana action of *Samurai Shodown* (Japan: *Samurai Spirits*) could rival *SFII*. Besides its historical milieu, interesting and varied characters, animal husbandry, interactive backgrounds – a stray slash could cleave apple

**Sprite animation was impressive and the swords made a wonderful 'ker-ching!'...**

barrels or send burning coals scattering across the floor. It possessed an engaging and fun-packed combat system. *Soul Edge*'s button-hammering contest, when blades lock, was lifted directly from here. One of *Samurai Shodown*'s sneakiest tricks was to disarm your opponent, sending the weapon flying across the screen; rather than break, it would lodge in the ground, forcing them to fight unarmed unless they could get past you to retrieve it.

*Barbarian* was reborn in Namco USA's *Weaponlord* (SNES, Mega Drive), a labour of love from the American chaps who designed *Super Street Fighter II* for Capcom. The game engine was extremely sound, offering an expert challenge to players who had mastered *SFII*, but *Weaponlord* was let down by unforgiving pad recognition (special moves favoured a joystick), blechy graphics and a humourless sword & sorcery scenario of such deviously ripe cliché that it was almost embarrassing to see it take itself so seriously.

## Send in the clones

Oh, these games are all the same!

It's a common criticism, and one that you've doubtless confronted when tempted to purchase a sequel to *Tekken*, *SFII*, *Toshinden* or any other beat 'em up in your collection. As this, aunt through gaming history suggests, everything we know and play today seems to have a 10-year-old precedent. Nevertheless, the masters of re-hash once sided with their critics in a bizarre courtroom contretemps.

In 1994 Capcom took legal action against Data East in the California law courts, claiming that the latter's *Fighter's History* coin-up



(1) You'd pay good money for that, oh, etc. An early graphics showcase for the PlayStation, *Toshinden* employed granite clubs and stretchy spears. (2) With *Star Gladiator*, Capcom realised how much the FX capability of the console lent itself to lightsabre battles. (3) Apple barrel! Cult favourite *Samurai Shodown* (arcade, Neo Geo) made sure that the swordplay was more than just a substitute for punches and kicks. Galford, call your dog!

infringed copyright by stealing the 'total concept and feel' of *Street Fighter II*. Not only did the lawsuit fail, it also backfired in a vague slur when Judge William Orrick ruled that *SFII* contained 'unprotectable commonplace features... such as its stereotypical fight characters and its reliance on unoriginal fighting techniques derived from the martial arts'. We've never actually heard of any fireball fights taking place on the West Coast, but we must assume the local Shotokan students consider them too passé to demonstrate.

Ironically, discerning players familiar with *Fighter's History* would have vouched that it was indeed the greatest rip-off since perforated bog-rolls. None too bad for it, either. But since that legal decision, no software house has thought twice about lifting character designs and combat mechanics from its closest rivals. Even Capcom itself has indulged in some light-fingered development by producing possibly the finest imitator of the bunch: *Star Gladiator*.

There's nothing inherently wrong with re-using a good idea, but software houses have a terrible penchant for playing safe and giving us punters what they imagine we want. Over and over again, *ad nauseum*.



(1) 'Shouldn't there be a rudder?' Li Long welcomes no boarders in *Soul Blade*. (2) You can't drop them, but they break – the 'Blade Integrity' bar.



## THE TEN LAWS OF BEAT 'EM UPS

### (1) The Law of Universal Conflict

From wide-eyed schoolgirls to wizened old leches, dinosaurs to giant pandas, EVERYBODY practises martial arts.

### (2) Deuce's Law of Inverse Vocal Power

The more time and effort you expend in shouting the announcement of a hyper-special megaton attack, the less likely it is to hit. Or to inflict mortal damage, upon hitting.

### (3) The Law of Absolute Deflection

When in the process of being stabbed, beaten, cloven, electrocuted, detonated, crushed with a mallet or riddled with bullets from a sub-machine gun, a true fighter will be able to avoid all physical harm by simply crossing arms or raising hands in front of the face.

### (4) The Law of Jab Intensity

Even though your opponent seems inexhaustibly healthy after countless grievous blows to the face and abdomen, it may only take a tiny dab to the toe to render them unconscious (see Deuce's Law).

### (5) The Law of Irrelevant Size

A single strike from a tiny dagger or shuriken will inflict as much damage as a poleaxe or broadsword, if not more (oft referred to as the 'Crouching Ice-Maiden' effect). Can be extended to parrying.

### (6) The Law of Male-Dominated Subculture

Body armour offers no protection against a true warrior's punches, so (litha females

might as well settle for an outlandish leather bikini instead of sensible plate mail...

### (7) The Law of Unseen Balance

The mystic 'ceiling' of *chi* energy means that all great warriors, regardless of girth, tend to be evenly matched. Thus it is not uncommon to hear of wide-eyed schoolgirls beating up giant pandas (see *World Class Wrestling*).

### (8) The Law of Master Mortality

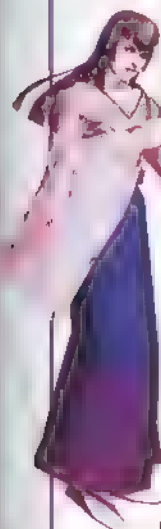
Even though your sensei is infinitely wiser and more talented than you in the field of martial arts, constantly hinting at a higher path your teenage brain can't quite grasp, he will die like a daisy when a sworn arch-enemy trashes your dojo/home village/rustic retreat (aka the Law of Obi-Wan Kenobi).

### (9) The Law of Unfocused Vengeance

EVERYBODY has a sworn arch-enemy. However, you must defeat several uninvolved and often innocent fighters – including close friends and sometimes, confusingly, yourself – before said enemy is revealed. (For a corollary, see *Story Mode*).

### (10) The Law of Boss Ennui

Having defeated your arch-enemy, he/she must return for the sequel in a playable form. However, the shame of losing face drains their powers to the extent that they now seem a bit crap.



## Coup de grace

**W**hat is it that makes such primitive hand-to-hand brawling such fun, when we sensibly go out of our way to avoid it in everyday life?

### Prime Gorgonzola

'Cheese' is the term for any tactic that defies the honourable spirit of the fighting game. You'll also hear of reference to 'cheap moves', which usually means any attack that gives an inevitable advantage to the player who exploits the system. Take *Tekken 2*, for instance. If you kick somebody on the floor when they've just gone down, that's cheap. Although it's quite legitimate and extremely effective, there's little they can do about it. But if you keep doing it, deliberately poising off their last sliver of energy with such a move, that's cheese. Although it might seem trivial to players who wouldn't exactly call themselves hardcore designers treat the 'integrity' of their combat

engines with the utmost seriousness and attempt to redress the balance in sequels or patches. Playing honourably, when you know you don't have to, can be exceptionally rewarding – especially when you win against a cheating jabsmeister who dealt every trick in the book.

### House Rules

Of course, being beaten by somebody who does nothing but crouching jabs or sweep kicks can get so annoying that ill-tempered folk could be provoked into some real life argy-bargy. Indeed, if you went into some of the arcades in downtown Shinjuku and played with the same tactics as the CPU's artificial intelligence on Difficult in *Tekken 2*, you'd ►

**Playing honourably, when you know you don't have to, can be exceptionally rewarding...**



[1] Pounces and rising attacks were among the aspects 'tidied up' in *Tekken*'s sequel. [2] Replays – they're never long enough. [3] You can pit Bruce Lee against Jackie Chan, for heaven's sake. Sadly, no sign of a Samo Hung rip in *Tekken 3*.

# THE Authority in PlayStation Gaming

Stuffed with all the latest news and previews, we reveal ALL the games you'll be playing for the next year in our FAST 18-page E3 Entertainment feature. DO NOT MISS IT!



PLUS reviews of all the latest games. Including *Wild Arms*, *War Gods*, *Ray Tracer*, *War Craft 2*, *Ballblazer*, *Champions*, *Test Drive Off-Road* and *Tiger Shark*.



## FREE!

Every month *PlayStation Power* carries a FREE 68-page full-colour tips bible containing as many tips as the so-called tips mags.



# ON SALE NOW!





[1] 'For heaven's sake, don't creep up on me like that.' [2] Great blokes feature heavily, and vice versa, in Sega's *Virtua Fighter 3* (arcade).

► probably end up being escorted forcibly from the premises

That's why many arcade players and regular groups invent their own house rules – operating a no-throws policy, for instance, or refusing to kill an opponent with unblockable damage – for the sake of greater enjoyment. In doing so, they highlight one of the finest aspects of video games

## You've got to have...

Style. Provided with a system of extraordinary freedom, it's down to the individual player to find their own favourite methods and techniques. When the game allows one or more human players to

participate competitively, the result is always unpredictable: even after months of practice and experimentation, you can still encounter an opponent who completely surprises you with their choice of tactics. There's also nothing to stop you adopting some of those techniques and incorporating them in your own gameplan, so the learning process doesn't end until you run out of new challenges. True, there aren't many games that grant the liberty to develop your own playing style, but those that do have always been extremely popular. The finest beat 'em ups fall into this category, and it's surely the reason why something as technically retrograde as Capcom's *Street Fighter* series has proved so endearing down the years

# Whatever next?

**T**wo words: analogue controller. Polygon beat 'em ups have previously relied on a fixed axis of combat – a pseudo 3D effect, in reality, where the jumping and weighting of the characters has failed to match the airborne control available in resolutely 2D affairs like *SF2*. Not only does the rolling thumb pad of Sony's new peripheral replace the need for those clumsy double- and triple-taps when sidestepping and running, its effect can be switched during special moves. Square's *Tobal 2* boasts the completely original feature of analogue dodging, for example, where holding a corner button allows you movement of the boxer's upper torso to sway backwards or sideways with unprecedented freedom.

## Gore fest

There's an issue here that we ought to confront now. As graphics become more realistic, so will the representations of violence. In the States, Senator Lieberman continues his crusade against videogames with the notion that exposure to violent imagery can make the audience more aggressive. Even here in the UK, *Soul Blade* was censored mildly to remove an

pre-decided political agenda, and thus it's hard to back up the feelings of millions of gamers worldwide who regard their pastime as an intellectual pursuit with cathartic benefits. New technology is always viewed with suspicion by those who feel excluded from it, and the argument may arise from simple incomprehension.

Therefore we'll say no more on the issue, but leave you with this thought. At least one of PSM's regular contributors admits that, adding up the years he spent mastering *SF2*, allowing his muscles to atrophy and his skin to pall, it would have taken less time to learn a real martial art.

*Tekken 3* takes place so long after *T2* that, besides a few crinkles, it features the sprogs of Kazuya *et al...*



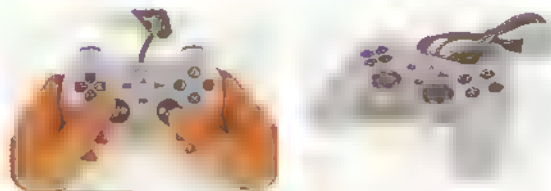
***Tobal 2* allows you movement of the boxer's upper torso to sway backwards and forwards with unprecedented freedom**

historical weapon derived from a grain-thresher, presumably on the basis that we'd all start constructing our own versions and whupping policemen as soon as we saw one. Research in this area has often been undertaken to fulfil a



## BE GENTLE WITH ME

**S**ony's analogue joypad is already supported by the most recent Japanese beat 'em ups, and with more developers welcoming the device, you can bet it becomes the essential interface for all future fisticuffs. *EDGE* readers may already be drooling at the prospect of force-feedback joysticks, but cost and availability should mean that you will all own a pair of these chaps very shortly. Odd to note that its twin twozzles would also be perfect for an update of *Karate Champ...*



# You get nowt for coming

Tabletop gaming for truckers. Once you've seen *The Fly*, though, it becomes hard to make that last formica-cracking push home.

We all know what a lightsabre in a crowded bar can do for your arm-wrestling prospects. Vzzzz-swish. Next.

Packed with timeless special moves (Grass In The Mouth, Bundle, Wedgie, Get His Shoes) and fond, tearful memories.

Regrettably, the thought of real-life violence is actually preferable to this pointless dross. An Imperial thumbs-down.

Aggressive body language - a test of nerves, humour and restraint of emotion in which seconds pass like hours.

A test of nerves, humour and restraint of emotion in which seconds pass like hours. Could be a close one.

They may be the last living samurai, but throwing salt around like that is just plain dangerous. Disqualified.

This is the kind of samurai you want to be. Great characters take Namco's whirling blades through to the next round.



Arm Wrestling



Star Gladiator



Playground Grappling



Killing Zone



Blinking Contest



Toshinden 2



Sumo Wrestling



Soul Blade



Gladiator plays its trump, the giant purple brain-wizard morph. A little too early, perhaps, as it would easily have won by default.



Playground Grappling

You hear through your mum that the school hard kid now stacks shelves in Kwiksave. The loser. It's all behind you, anyway. Probably.



Toshinden

Its time has come and gone. In a feeble attempt to defend itself, *Toshinden's* pretence at weaponplay shatters to a thousand shards. Well and truly huffed, you might say.



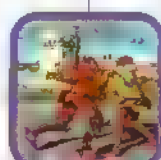
Soul Blade



Star Gladiator

Chapter 12: The Clone Wars. *Star Gladiator* must confront the dreadful truth that *Soul Blade* is really the father he thought long-dead, and Leia is his sister. And he snogged her too, eeuurr.

It's true: *Gladiator* is an imperfect copy of Namco's *Soul Blade* coin-op with *Star Wars* overtones. As a home conversion, *Soul Blade* also wins on options and presentation.



Soul Blade



Soul Blade

With its weapon selections, Story Mode, exceptional graphics and animated 3D stages, *Soul Blade* is an essential purchase. It's only in the long term that you'll object to the slightly restricted combos and lack of hidden moves, but we still play the ring-out game (Practice Mode, Arcade CPU opponent level 101 in hour-long stretches for the sheer buttery pleasure.





# second

Sixteen enter, only one may leave. How would the current rash of fighting games fare in a scrap with each other, or, indeed, real life? With their pecs well-oiled, our combatants line up in pairs for the gladiator's pit...

The C64's grand master stumbles into the arena, coughs and drops his trousers. You'd forgotten that Easter Egg, eh?

True gamefreaks will forget feeble system advocacies and cheer on this state-of-the-art 3D arcade jaw-breaker.

'Come on, then! Come on, fat-bum! Yeah, you and whose helicopter?' (Surely some... Actually, no, carry on - Ed)

Anneka proves an easy 'challenge', as Yoshimitsu scuppers her 'copter and spins to terra firma like some shiny ninja Muttley.

What sounds like a deadly martial art is in fact a gaggle of tie-dyed grannies making like flamingos. A dreadful error.

'Hmnn, granny-allies...' ponders Ed Boon. The next scene has a 1.5 rating, with *MK7* emerging bloody but victorious.

Not a good start. Camp motion capture of failed actors wearing some 'interesting' costumes made by Class 2B.

No contest. Old and flat and 2D it may be, but it's considerably less shameful to be seen losing at this in public.



Virtua Fighter 3 (Arcade)

Virtua Fighter 3 (Arcade)

Challenge Anneka

Tekken 2

Mortal Kombat Trilogy

Mortal Kombat Trilogy

Street Fighter Alpha 2

Street Fighter Alpha 2



So state-of-the-art you'll never see it on the PlayStation. Or, heh heh, the Saturn. Your own copy would thus cost several grand.

Virtua Fighter 3 (Arcade)



Though it was happy to defend itself on playability, *TK2* effortlessly triumphs on an 'after the punk' top conversion ticket.

Tekken 2



Ah, the classic *contraband* of Japanese substance and American shock tactics. It's a matter of taste, so we don't give a flying fig what you think about us declaring *SFA2* the winner. Despite loud times.

Mortal Kombat Trilogy



Street Fighter Alpha 2



Despite a comparative predictability, with limited combo potential, *TK2* steams ahead in terms of friendliness, accessibility and impressive pyrotechnic movie action.

Tekken 2

Although it still has one of the most sophisticated combat engines available, *SFA2*'s day has gone. Luckily Capcom seems intent on prolonging the series well into the next millennium.



Street Fighter Alpha 2

Action on the third dimension may be limited, and it's now getting on a bit, but the visceral crunchiness of the contacts and bone-breaks makes you feel like you're taking part in a top Hong Kong action picture. Still a pretty flash affair to pop on when friends drop by and you can actually remember a multi-part.



Tekken 2



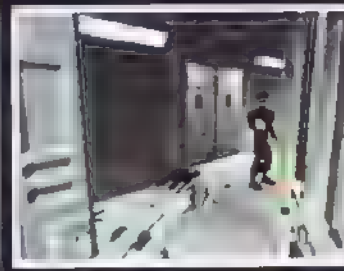
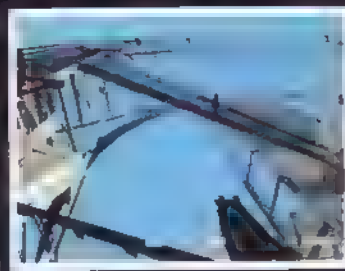
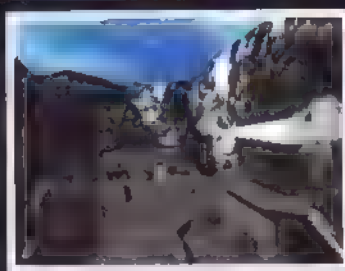
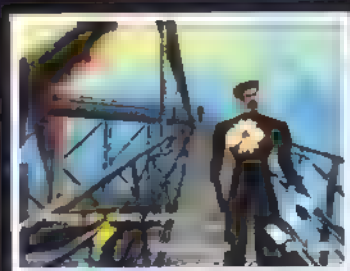
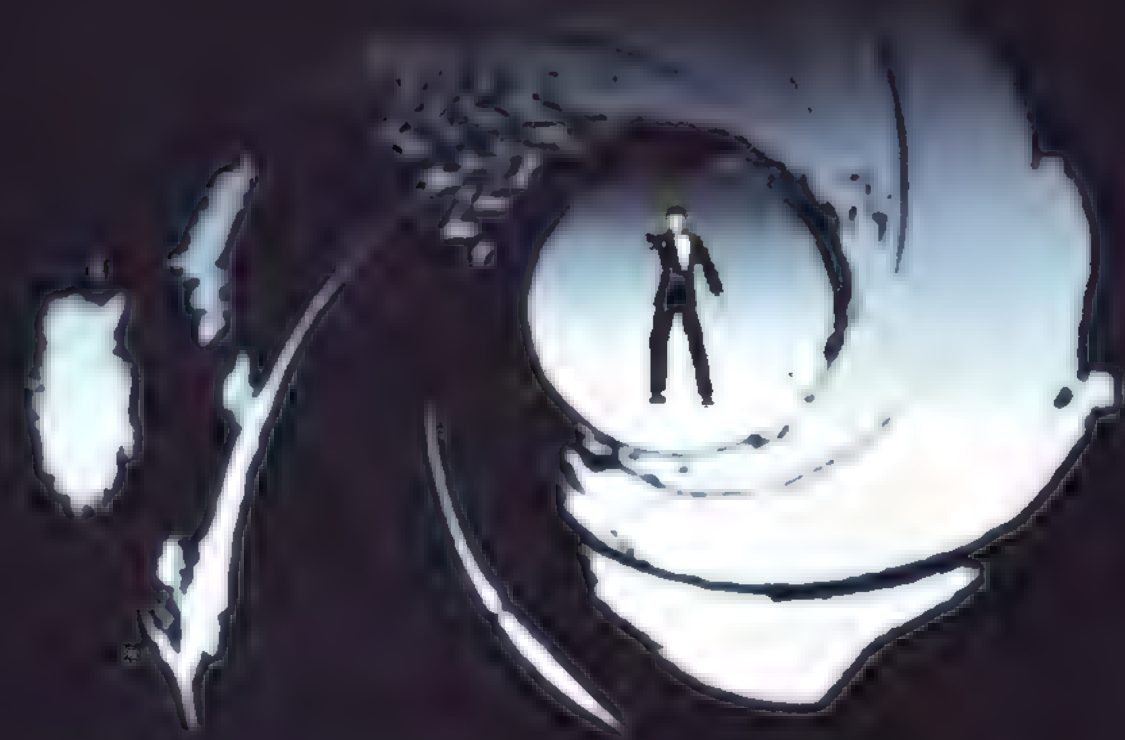
Tekken 2

For a short time at least, *Tekken 2* steals back the champion's belt with a 'Great!' from the commentator. A close match, settled by its long-term depth and enormous cast of playable characters, *TK2* also has the capacity to attract players who wouldn't normally claim any interest in beat 'em ups. Roll on *Tekken 3*...



# GOLDENEYE

THE FIRST REVIEW OF RARE'S N64 MASTERPIECE. ONLY IN EDGE 48



EDGE 48 PRESENTS EXTENSIVE E3 REPORT, HYPER NEO-GEO 64 EXPOSÉ

AN AUDIENCE WITH 3Dfx, ARCADEVIEW AM2'S MOTO RAID, AM3'S THE LOST WORLD & LE MANS

PRESCREEN PREY (PC), I-WAR (PC), LUCASARTS' LATEST TESTSCREEN GOLDENEYE (N64)

YUKE YUKE TROUBLE MAKERS (N64), X-COM: APOCALYPSE (PC), TIME CRISIS (PLAYSTATION)

## EDGE®

IN NEWSAGENTS ACROSS THE COUNTRY FROM JULY 22



**10** PSM is prepared to award a golden '10' to games which are perfect.

**9** A splendid piece of software – recommended without prejudice.

**8** Very, very good. Add it to your collection forthwith, if not sooner.

**7** A great title with minor irritations, but still a worthy purchase.

**6** A case of 'Why did they do that?'. Played with some dodgy bits.

**5** Straight average. Unoriginal or flawed, but worth buying – just.

**4** Below average. Probably has some serious gameplay or lifespan flaws.

**3** Looking pretty bad. Maybe worth borrowing for a couple of days.

**2** Borderline crap. Technically inept, poorly structured and short-lived.

**1** A product without merit, lasting beyond human endurance.

**0** Black coffee coaster in the shape of a CD. Dreadful, awful tat.

 Special games which we think deserve to go on your 'must buy' list are also awarded our StarPlayer logo.

# PlayTest

REVIEWED

**PaRappa The Rapper 104**

**Test Drive: Off Road 108**

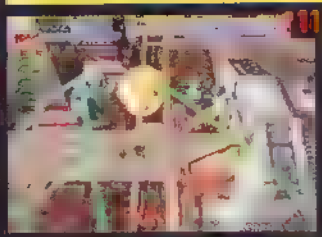
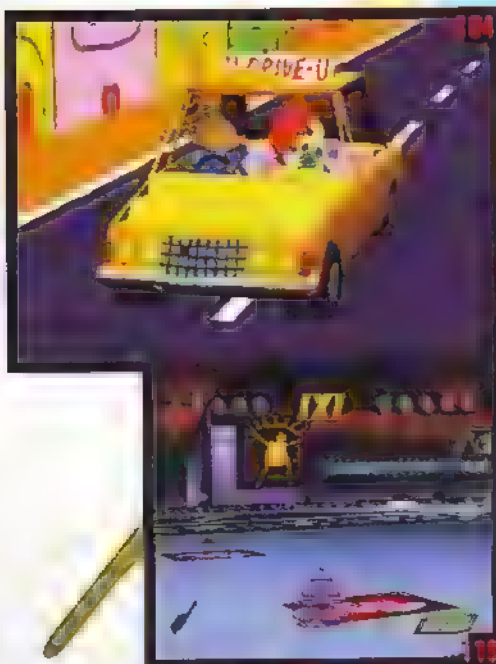
**Ray Storm 111**

**Xevious 3D/G+ 116**

**Ballblazer 119**

**All Star Soccer 123**

**Namco Museum Vol 4 125**



# PlayTest!

- (1) Bossy Cheap Cheap Chicken.
- (2) The game is set in a 3D world, but cunningly the characters are paper-thin 2D.
- (3) Now we're cookin' PaRappa.
- (4) Car/martial arts hi-jinks.



# PaRappa The Rapper

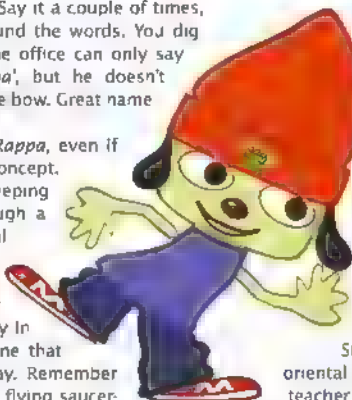
You gotta do what? I gotta believe! Li'l pooch gotta learn to rap for Sunny Funny.

You won't have played anything like this before...



**P**aRappa The Rapper Say it a couple of times, roll your tongue around the words. You dig cat? One fellow in the office can only say 'PaWappa The Wappa', but he doesn't know his r's from his e bow. Great name for a game though, eh?

You may have heard of PaRappa, even if you haven't quite grasped the concept. It's all about rhythm, about keeping hip to the beat (daddio) through a cunning combination of manual dexterity and feeling 'the vibe'. Remember the bit where the aliens land in *Close Encounters of the Third Kind*, when the guy in the control box repeats the tune that the spaceships is emitting? Okay. Remember when you blapped away on the flying saucer-

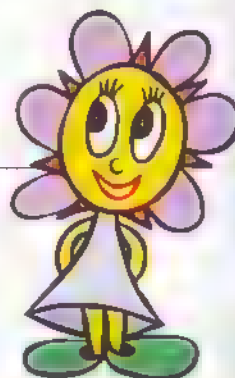


shaped electronic repeat-after-me game *Simon*? PaRappa is a similar idea, only considerably more sophisticated, as one would expect—after all, it's the Nineties.

PaRappa the Rapper is a little dog. And he's a little dog who just happens to be frantically infatuated with a bright young thing called Sunny Funny. Sunny lives in a giant lemon. She does, too.

PaRappa is aiming to win the undying love of Sunny and to do this he must learn to... wait for it, wait for it... rap. But ain't no pooch gonna do that rap without no teacher, of course.

Step forward, Chop Chop Master Onion, the oriental martial arts onion (oh yes!) and your first teacher to boot. He sings the first verse... ►



CHOP CHOP MASTER  
ONION'S RAP

KICK PUNCH! IT'S ALL IN THE MIND  
IF YOU WANNA TEST ME  
I'M SURE YOU'LL FIND  
THAT ALL THE THINGS I'LL TEACH YA  
NEVERTHELESS YOU'LL GET  
A LESSON FROM TEACHER NOW

KICK  
KICK  
PUNCH  
PUNCH  
CHOP  
CHOP  
BLOCK  
BLOCK  
ONCE MORE NOW KICK  
KICK  
PUNCH  
PUNCH  
CHOP  
CHOP  
AND BLOCK  
BLOCK

DON'T GET COCKY  
IT'S GONNA GET ROCKY  
WE GONNA MOVE DOWN TO THE  
NEXT  
YA JOCKEY NOW

DUCK  
DUCK  
JUMP  
JUMP  
TURN  
TURN  
POSE  
POSE  
LISTEN CAREFULLY JUMP  
JUMP  
POSE  
POSE  
DUCK  
DUCK  
AND TURN  
TURN

HAW, YEAH  
SEE YOU'RE GETTING BETTER  
CLICK TO THE LIMIT  
IN ORDER TO GET HER NOW





PJB. ISHER:

SCEE

DEVELOPER:

SCE Japan

RELEASE DATE:

September

ORIGIN:

Japan

PRICE:

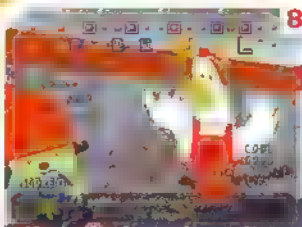
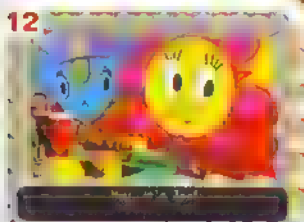
TBC

STYLE:

Rap 'em up



(1) U are judged on four levels of rappin' ability. (2, 3) The lessons are spliced with filmic sequences of the dog's adventures. (4) Cheap Cheap in a flap flap. (5, 6) Tear along the dotted line. (7, 8) Chef surprise! No toilet. (9) Rappin' in the flea market. (10, 11, 12) PaRappa's love rival is Jo Chin. Thinks he's cool, he does. (13) Put on a shower.



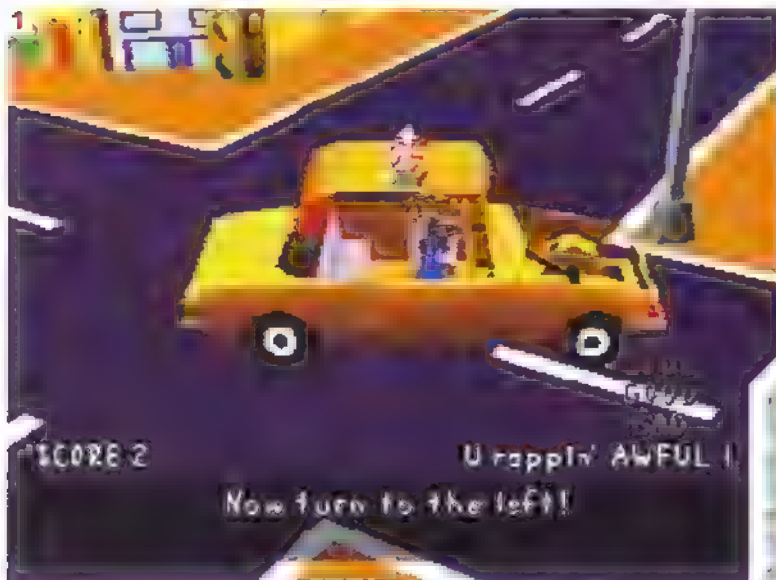
KICK PUNCH  
KICK PUNCH  
CHOP BLOCK  
CHOP BLOCK  
CHOP KICK  
CHOP KICK  
PL NCH BLOCK  
PL NCH BLOCK  
IT'S GONNA GET HARDER NOW  
DUCK & JUMP  
DUCK JUMP  
TURN & POSE  
TURN POSE  
DUCK & TURN  
DUCK TURN  
JUMP & POSE  
JUMP POSE

COME ON NOW  
WHY DON'T YOU FOLLOW MY  
WORDS  
BECAUSE WE'RE ALMOST DONE  
I'LL MAKE IT EASY AT FIRST  
I WANNA SEE IF YOU WANNA BEE  
WHAT IT MEANS  
TO BE THE MAN WITH THE MASTER  
PLAN  
ARE YOU THE MAN NOW?  
HERE WE GO NOW

KICK PUNCH BLOCK  
KICK PUNCH BLOCK  
CHOP KICK BLOCK  
CHOP KICK BLOCK  
BLOCK TURN & KICK  
BLOCK TURN KICK  
BLOCK DUCK PUNCH  
BLOCK DUCK PUNCH  
DUCK DUCK TURN  
DUCK DUCK TURN  
JUMP KICK CHOP  
JUMP KICK CHOP  
AND PUNCH PUNCH PUNCH  
PUNCH PUNCH PUNCH

THAT IS FOR TODAY  
GOOD JOB PaRappa  
YOU CAN GO ON TO THE NEXT STAGE  
NOW  
YAHOO! ALRIGHT!

# Playtest!



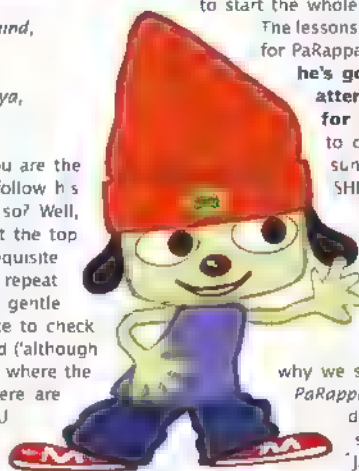
Now turn to the left!

hip to the beat (daddio) through a!

dexterity and feeling 'the vibe'!

- 'Kick, punch, it's all in the mind,  
if you wanna test me,  
I'm sure you'll find,  
that all the things I'll teach ya,  
nevertheless you'll get,  
a lesson from teacher'

Chop Chop then invites you (for you are the can-ne H p Hop Hero, PaRappa) to follow his actions and rapping verbals. How so? Well, the button icons trip along a bar at the top of the screen and you must bash the requisite fellow at the right time in order to repeat the rap correctly. It's a fairly gentle introduction to the game – a chance to check out where the buttons are on the pad ('although one would hope you'd have learned where the buttons are by now, Smithers'). There are four standards of rapping, from 'U rappin' cool' to 'U rappin' awful', and when you aren't rapping at all



(1) After PaRappa's foray into the martial arts with Chop Chop, his next task is to learn to drive with the somewhat feisty instructor, Moosellin. (2) Hoorah! Licence in hand, PaRappa 'borrows' his dad's car. (3) Dad is not pleased. He looks like Bertie Bassett. (4) He's gone to the wall.

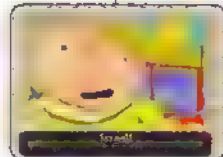


well, Chop Chop starts to lean back before asking you to start the whole song and dance again.

The lessons are essentially a form of socialisation for PaRappa. **He needs to learn to fight if he's going to fend off the unwanted attention of other possible suitors for Sunny.** The next step is to learn

to drive, so that he can take the foxy sunflower (IT'S NOT WORTH IT PARAPPA, SHE'S A PLANT) on a date, then he must get himself a job before he settles down in the kitchen to master the vagaries of cake-baking. As PaRappa progresses, so the lessons become more difficult and before you know it, you're locked in a frenzy of pad-bashing. The reason

why we say 'before you know it', is because *PaRappa The Rapper* is not a particularly difficult game to master. A few days should see you become an ice Cubed 'Jazzy Freshin' Geoffrey of a rapper,

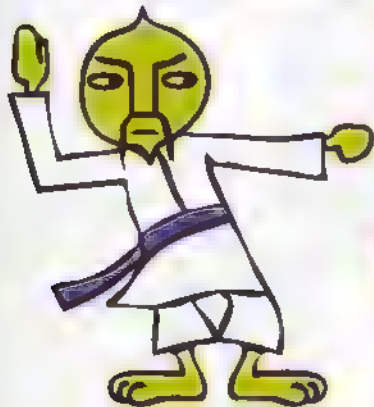


No amount of rendered sequences can prepare you for the rapfoolery to follow. Basically, PaRappa and his friends Sunny Funny, Katey Kat and PJ Berri take a trip to a burger restaurant. Jo Chin tries it on with Sunny and PaRappa is bullied by a couple of meatheads. So he decides to learn to fight...



# PaRappa The Rapper

**'Nevertheless you'll get a lesson from teacher...'**



**CHOP CHOP MASTER ONION**  
Your introduction to the world of PaRappa is with the martial arts expert Chop Chop. You stand at the front and follow his lead. Chop Chop is top-quality. We like him.



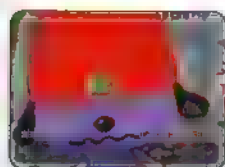
**INSTRUCTOR MOOSELINI**  
Her body language just about sums her up. MooseLini is the devil's own driving instructor, bellowing orders and generally giving you a very hard time.



**CHEAP CHEAP THE CHICKEN**  
After chilling out and mimicking the dulcet tones of the prince, you're in for a rude awakening in the kitchen. And all because you messed up on Sonny Funny's birthday cake. You must learn to cook for yourself.



**PRINCE FLEASWALLOW**  
A rapping doyen, the coolest videogame character in the history of all things, this is the ragga frog who works at the market. And we love him.



but it's such a novel, charming and witty title, you forgive it just about anything.

The best lesson is when you learn to sell on the market with Prince Fleaswallow, an incredibly laid-back ragga frog. His is the most catchy tune, a groovin' reggae number which simply refuses to leave your head for days. The key, reckons Prince, is to be nice and friendly whatever the weather, and that you've got to have the funky flow. Naturally.

There are six levels of PaRappin' rappin' in all. To move up a level, you have to be at least rapping 'good' but to get to the later stages, 'u rapp n' cool' is the order of the day.

After the lessons with the four masters, you then rap with them all to decide who gets to visit the toilet first - we're not making this up. Complete the lavatorial episode and you can rap freestyle on stage with MC King Kong Mushi.

Visually, PaRappa is one of the most unusual on the market. The real-time 3D graphics depict paper-thin 2D characters (NB: 'PaRappa' means 'paper thin' in Japanese) and when they



**'A few days should see you become'**

**'an Ice Cubed Jazzy Freshin' Geoffrey of a'**

**'rapper but it's such a charming title'**

**'you forgive it just about anything'**

turn sideways, they disappear - obviously influenced by top children's book *Fiat Stanley*. Probably. Elsewhere there's a wealth of colourful, rendered FMV sequences which tell PaRappa's tale as he progresses towards his ultimate goal.

So what makes PaRappa? It's original, sure, but if you can master it in days, what's the point? Well, the point is that this game is FUN, which, after all, is what games are meant to be.

PaRappa The Rapper has been beautifully written and contains some endearing characters - the pushy driving instructor MooseLini, the cackling chef Cheap Cheap the Chicken, and the aforementioned Chop Chop and Prince Fleaswallow. Play it with friends.



[1] To successfully complete a lesson, you 'ave 2 B rappin' at least good. If not, you must start again. You dig, car? [2] Time to cross the legs. PaRappa must rap his way to the toilet or his bladder comes under tremendous strain. [3] The prince shuts his eyes. Dat frog's in pain, but PaRappa is clutching his tummy. [4] It's not looking good. U rappin' awful. A bog standard round.



**Alternatively...**

Frankly, there are no games to compare with PaRappa on the PlayStation.

## VERDICT

■ GRAPHICS:

Kooky 8 ■ GAMEPLAY:

Hilarious 8

Undoubtedly one of the most original computer games ever. PaRappa is quirky, imaginative, fun and rather clever. A game to be enjoyed with friends and family.

■ SOUND:

Swinging 10 ■ PRESENTATION:

Rapturous 8

■ LIFESPAN:

Hmm. Occasional 6 ■ ORIGINALITY:

Too right 10

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Magazine 23

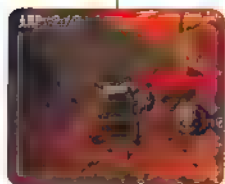
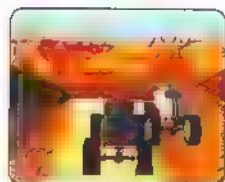
**8**  
out of 10



[1] You can suit yourself where you drive. [2] The winning post is a very welcome sight for the leader. [3] You can drive up these pyramids but it will take you bloody ages. [4] This pic is the right way up - we were just testing to see how spectacular our crashes could be.

## Test Drive: Off Road

Off-road racing has had little success on the PlayStation so far, with few titles able to simulate the true spirit of the sport. Elite's new 4x4 game is the next contender...



**T**he PlayStation has the best selection of racing games on the market. Unfortunately when it comes to taking the genre off the beaten track, things fall apart, as previous efforts have shown. Expectations were high when Reflections - makers of *DD2* - announced that they were working on an off-road title, but when *Monster Trucks* finally arrived, we were a more than a little disappointed with the result. Ditto Gremlin's *Hardcore 4x4*. Both were competent games but neither captured the feel of off-roading sufficiently to receive a full recommendation from PSM.

Now publishers Eidos are turning their attentions to the racing arena, picking up Accolade's *Test Drive: Off Road* in an attempt to fill the gap. As you may have read last issue, when we previewed EA's *Test Drive 4: The Challenge*, the *Test Drive* series has appeared on various systems since the original game made its debut on the C64 in the '80s. This second PlayStation addition to the franchise has had a chequered past in the UK: initially due out in April, the game failed Sony's tests five times before Eidos were given the green light to release it nearly a month ago.

First impressions are that of a smart-looking game with a very useful front-end and easy control system. The choice of cars ranges from the classy Land Rover Defender to the original monster truck, the Chevrolet K1500, with each vehicle rather unsurprisingly

responding differently when it comes to acceleration, handling and speed.

Twelve tracks take you through an impressive variety of environments, from snowy, log-covered nightmares through to sandy deserts, where you'll skid round foothills and pyramids. Initially you can only access seven tracks, but another five become available after you've won first place in five tournaments. Some of the tournaments involve racing against other drivers, using the same vehicles, while others are themed by the land they cover. For example, the first competition is the King of the Hills. This takes you through some of the most rugged terrain in the game, but with the difficulty set to Normal, it's a piece of the proverbial. Its best to play it for a couple of hours, get used to the handling, then whack up the difficulty level.

To make the tracks that bit more interesting, you can take shortcuts through the terrain, the only proviso being that you cross each of the five checkpoints along the course. Sometimes there are pre-set shortcuts, but



[1] The suspension can only take so much. Any more, and you'll roll. [2] Looks like yellow is going to win.

we were assured that the redraw

problem would be addressed by the time

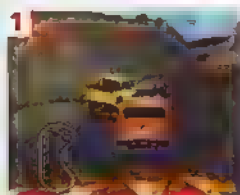
this game hit the shelves

Regrettably it hasn't.





■ PUBLISHER:	Eidos Interactive	■ DEVELOPER:	Elite Systems
■ RELEASE DATE:	Out now	■ ORIGIN:	United States
■ PRICE:	£39.99	■ STYLE:	4x4 racing



3 [1] If you get lost, a quick press of the R2 button sends you back to the last checkpoint you crossed. [2] The suspensions react very accurately in *Test Drive*. [3] A flying Hummer. [4] You can see just how bad the redraw is with this picture. Where do you go next?



It's usually a case of finding one en route. Should you get lost at any point, a swift press of the R2 button takes you back to the last checkpoint you crossed. This panic button serves its purpose but it can often send you right to the back of the race, not to mention put a cheat like gloss on your drive.

You can tear along the tracks at phenomenal speeds, and the graphics whizz past without any of the trackside detail being lost. All four cars are accurately modelled and they behave convincingly throughout the game. About the only time they fail to be credible is during

the crashes, when all you see are bits of metal falling off the car, even though the car shows little sign of damage afterwards.

The game is incredibly realistic-looking. The snow levels are particularly detailed, but unfortunately it is this detail which lets the game down and creates horrifically short redraw. We might have been able to forgive it, if it were just the occasional pop up in the distance, but *Off Road* only manages to redraw the scenery about 20ft in front of your car. This is just far enough in the one-player option but with two players, the game becomes impossible, you can't tell which way the track is going unless you happen to be following a computer-controlled car. When we took a first look at *Test Drive* a few months ago, we were assured that this problem would be addressed by the time it hit the shelves. Regrettably it hasn't, so if you want a two-player driving game, then go for *V Rally* or *Porsche Challenge* to avoid disappointment. It's not that *Off Road* is a bad game, but the unbearable redraw in two-player mode ultimately lets it down.



[1] The in-car view - don't use it. [2] The snow tracks are the best in the game, with the cars slipping and sliding along.



## Monster trucks



**Land Rover Defender**  
The best of the lot and it's British. Handles like a dream and can get away from the chasing pack very quickly.



**Hummer**  
The film-star's favourite. Capable of 6mpg, the US army used this beast all over the Middle East during the Gulf War.



**Chrysler Jeep**  
The yuppie car of the '90s. It may look a little flimsy but underneath the shell it's got an impressive engine which out-runs all the others.



**Chevrolet K-1500**  
A 'Monster Truck' so loved by Americans. This brute will stay on just about any track you care to take it on - it just won't do it very quickly.

### VERDICT

■ GRAPHICS:	Not without major faults 6	■ GAMEPLAY:	Two-player, forget it 5
■ SOUND:	Good SFX, bad music 6	■ PRESENTATION:	Highly polished 8
■ LIFESPAN:	Only for patient folk 6	■ ORIGINALITY:	Racing game with extras 7

The one-player game's alright, although it can be a little easy, but what really lets this package down is the clumsily designed two-player option.

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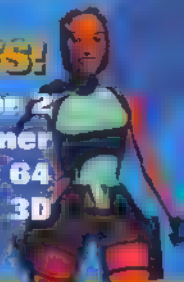
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Superman 64  
Earthworm Jim 3D





■ PUBLISHER:	SCEE	■ DEVELOPER:	Taito
■ RELEASE DATE:	Out now	■ ORIGIN:	Japan
■ PRICE:	£19.99	■ STYLE:	Shoot 'em up



# PlayTest



## Level 1

(1) The first level is an 'easy-in', as they say, with plenty of laser-fodder aliens to despatch. (2) The end-of-level boss-tank is probably the smartest in the game. (3) But the bigger they come... (4) ...the greater the boom!

# Ray Storm

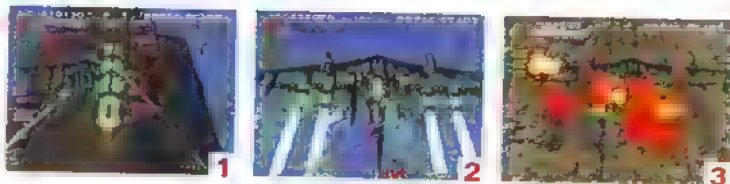
A welcome throwback to the halcyon '80s, when a power-up was more than a new hat, and end-of-level baddies took more than three hits to see them off. Yep, it's a shoot 'em up!

**Y**our correspondent was casually observing a co-op the other day. Nothing special – some forgettable Konami game from the late '80s – but as the colourful backdrop blazed across the screen, he got to thinking how you just don't see scrolling shoot 'em ups any more.

So it was something of a shock to have *Ray Storm* thrust into these ham-shaped fists. For it's a shoot 'em up, just like they used to make. But the thing about shoot 'em ups is that they look so simple to create, yet are so incredibly hard to do well. If you think it's just a case of ushering increasing numbers of enemies on screen until someone dies, then think again.

Look at Sony's *Philosoma*: it had everything – incredible 3D graphics, unusual enemies, a variety of shooting styles and superbly rendered FMV cut-scenes. The only problem was this it played like a dog. Levels were too long, too repetitive and too random. Any ▶

## Level 2



(1) The second stage is typically urban, but with this stealth bomber boss. (2) Beware of its exhaust jets and... (3) ...it shouldn't pose too much hassle.

## Level 3



(1) Flying through a lush valley on level 3, you lurch over a waterfall... (2) ...and barely miss this enormous alien fighter-craft which gracefully tumbles around, spitting laser death. (3) Yeah, well enough of that.

We can see *Ray Storm* being revisited

time and time again, for high scores.

For that deep-space battle

why just for the hell of it

# PlayTest



## Level 4

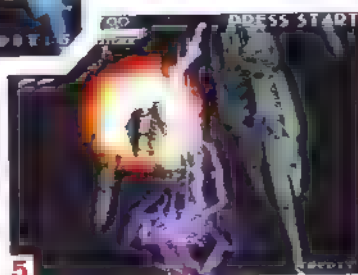
(1) A static map screen ushers in every new level. (2) Level 4 - best level of the lot - features a deep space battle with the 3rd Fleet. Apparently. (3) Here we're using the purple plasma to zap the enemy frigates. (4) Urk! Watch out for enemy laser bolts. They hurt. (5) Isn't that the escape pod out of *Alien*? (6) The EOLB is a giant warship which uses every trick in the book (lasers, missiles, gunfire, harsh language) to see you off. (7) Bah. Next!



► of Namco's museum-preserved *Galaxians* titles plays better than *Philosoma*

And so it was with some trepidation that *Ray Storm* was loaded. After a short but very sweet intro - all rendered real time, rather than FMV - you're into the game proper; choose to play solo or co-operatively with a friend, and then select one of the two types of craft you wish to pilot. The difference between them is the lock-on missiles: one discharges homing lasers (sort of), while the other unleashes electric sparks of plasma energy (kinda).

Each ship has three attacks. Forward firing missiles or lasers; the aforementioned lock-on homing stuff; and the ubiquitous smart bomb which smotheres the baddies in white-hot explosions. The three weapons are accessed via a different button, or you can opt to have it all done automatically. The missiles are fired up the screen as you'd expect, while the homers are allocated, *Xenious*-



style with a floating cursor. Every time the cursor touches an enemy, a lock-on is acquired - press fire and it's despatched with lasers or crackling plasma energy.

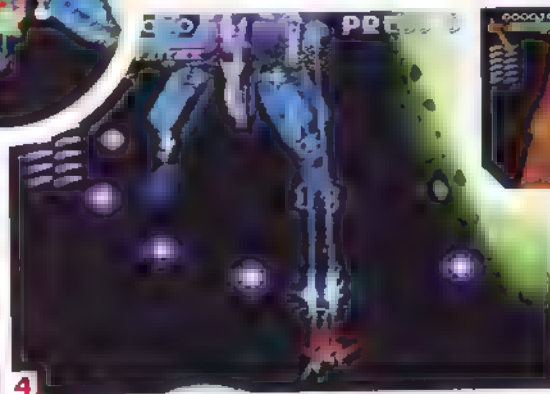
With the lasers you get up to eight lock-ons at a time; 16 with the plasma. Collecting the spinning red icons powers up one of the weapons batteries, while a green icon gives you another battery with which to engage the enemy. It all sounds complicated but in reality it's mindlessly simple. In Auto mode, you just point and shoot - lots.

Things begin amiably enough in Britain of the far future, where enemy forces have infiltrated the planet. The baddies are pretty much cannon fodder on this



## Level 5

(1) The fifth part of the mission drops you right in the middle of an asteroid field. Gee, thanks. (2) From there you swoop around a planet, or two, and into some sort of giant space station affair. With red girders. (3) And a selection of nasty craft. (4) EOLB number five is a *Gundam*-style robot... (5) With very large lasers!

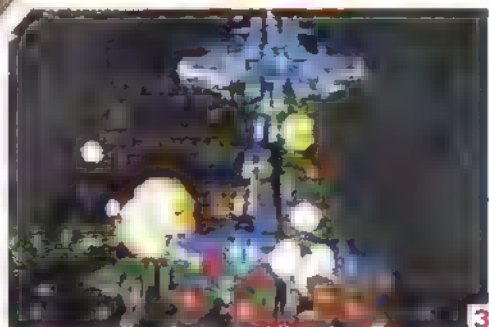
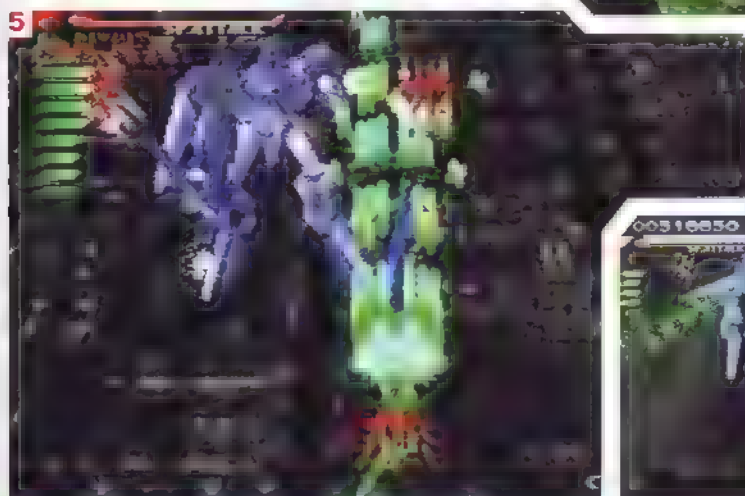
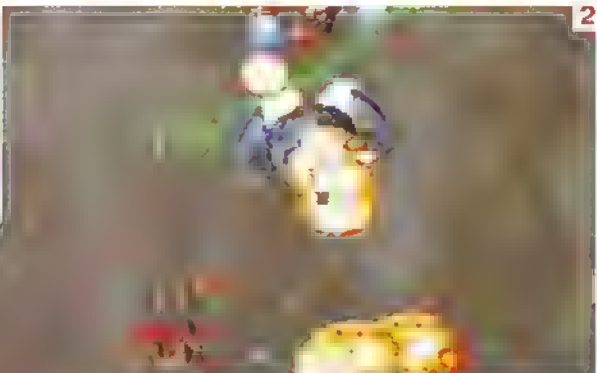
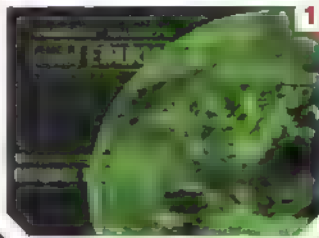




# Ray Storm

## Level 6

[1] Er, another map. [2] This level takes you down through the clouds on a distant alien planet. [3] As the cloud cover breaks, you come across lots of angry airplanes. [4] The EBL is a kind of Transformer robot-fighter plane with a pair of escorts. These little planes are a pain and you have to shoot them down before the big 'un. [5] Of course, by now we're well tooled up and it's only a matter of time before robo buys the farm.



the levels has an adjustable difficulty level to:

first level, though things get sticky at the end when you meet a brilliantly designed tank, which scoots around the landscape in a most fluid manner.

From here you move to Old Gaul (France) and a date with an angry Stealth bomber, followed by a brief trip along a river valley to engage a giant robot. And then it's into space for a superb strafing attack on the enemy fleet, out-*Star Wars*ing any PlayStation *Star Wars* game to date. As the massive deep space cruisers whirl and wheel below, you dream of taking control of the ship as well as its guns. Ah, if only.

Undaunted, you pough on deeper into enemy territory, to the alien planet and deep within the alien

## Level 7



[1] Deep within the alien HQ you have to take out tanks and gun turrets. [2] And some other stuff as well (this level is manic but not as hard as some of the earlier ones). [3] The alien brain/generator/thing goes boom!

complex that runs the whole shebang. Admittedly, it's not the most original of storylines, but we'll forgive anything that looks as good as this. Along the way, you meet a panoply of adversaries, from smoothly animated *Gundam* robots to leaping robot sea-lizards, from massive *Transformer*-style spaceships to laser-reflecting satellites. There's plenty of variety to keep you going and when you tire of the original arcade conversion, there's an 'Extra' edition with (slightly) souped-up graphics and (occasionally) different enemies.

The one thing about *Ray Storm* is that it's pretty short. Each of the eight levels last around four or five minutes and so the entire game can be polished off in just over half an hour (though it's ideal for a quick pick-up-and-play). It's also dreadfully linear, but the action comes thick and fast and each of the levels has an adjustable difficulty level to keep you returning for high-score attempts. A two-player mode makes for some refreshingly frenetic gameplay, and we can see *Ray Storm* being revisited time and time again, for high scores, for that deep-space battle... why, just for the hell of it. You could do a lot worse.

## Alternatively...

Williams Arcade's 58	7/10	PSM7
Warner Museum Vol 1	7/10	PSM6
Project Overkill	7/10	PSM12
<b>Ray Storm</b>	<b>6/10</b>	<b>PSM23</b>
Xenious 3D/16+	8/10	PSM23
Xenious 3D/16+	8/10	PSM14
Warner Museum Vol 3	8/10	PSM15
Phantom	5/10	PSM1
Starblade Alpha	5/10	PSM2
Starblade	4/10	PSM10



## Level 8

[1] This is the big one. [2] Shoot its lasers and the whole contraption comes alive. Spooky.

## VERDICT

- GRAPHICS: Stupendous 3D scenery 8
- SOUND: Cringeworthy muzak 4
- LIFESPAN: Challenge the harder levels 7
- GAMEPLAY: Thrilling, frantic blasting 8
- PRESENTATION: Tidy; good options 6
- ORIGINALITY: Not really... 3

They don't make 'em like this any more. A solid, good-looking shooter with enough adrenals to fill a dozen *Crash Bandicoots*. Shame it's a bit short, really.

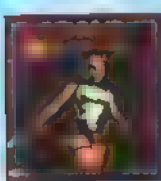


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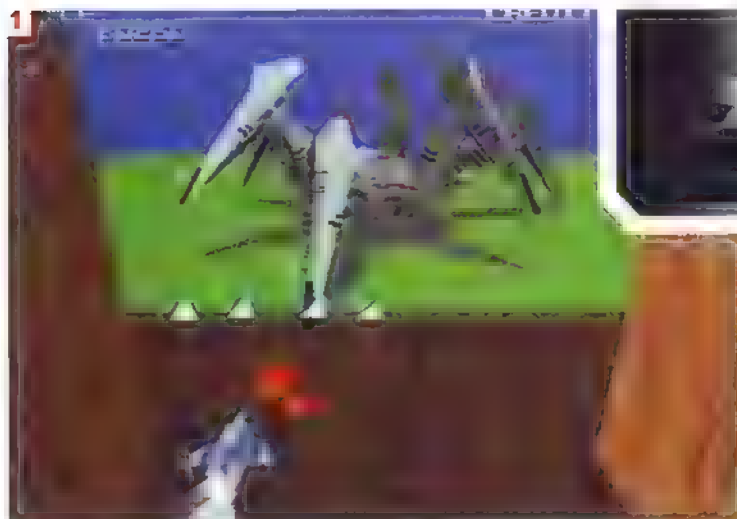
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[1] This thing may look impressive, but it's a pushover. The later bosses, though, start getting very nasty indeed. [2] The intro is as pretty, as you'd expect. [3] A lot of imagination has gone into some of the level designs.

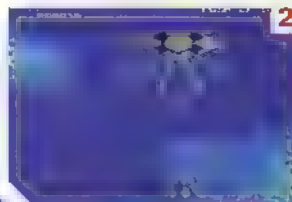
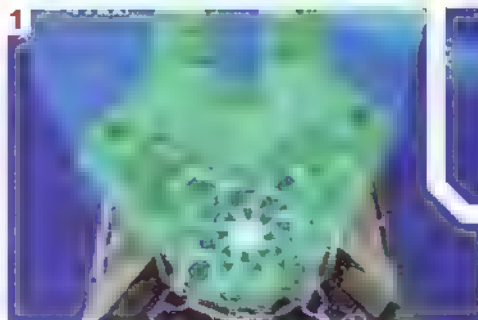


## Xevious 3D/G+

Another great conversion job from Namco in a collection that includes all four versions of their top-down shooter, *Xevious*. Nostalgia freaks, take note

**R**eturning to classic arcade games and converting them to today's games machines has become a favoured pastime of many software publishers over the past couple of years. Already the PlayStation has seen the *Namco Museum Volumes* and the *Williams Arcade's Greatest Hits* compilation, and now Namco are back with *Xevious 3D/G+*. There are a couple of important differences between this and the previous collections, though. For a start, *Xevious 3D/G+* is dedicated to the incarnations of a single game, featuring all four versions of Namco's definitive top-down vertical shooter. Secondly, the version that gives the collection its name is actually quite recent, being designed for the infamous System 11 board. **For your money, then, *Xevious 3D/G+* gives you the original *Xevious*, *Super Xevious*, *Xevious Arrange*, plus the updated *Xevious 3D/G+* itself.**

*Xevious* was one of the earliest and most successful vertically scrolling shoot 'em ups, designed by Namco and licensed to Atari in 1983. In many ways it resembled a top-down version of *Scramble* – you controlled a futuristic attack fighter armed with a forward firing blaster and bombs, flying into enemy territory and being attacked by both air and ground forces along the way. For its time, it was stunning to look at, being the first



[1] The death throes of the bosses are very impressive. [2] This little ship is one of the deadliest in the game.

arcade game to feature shaded graphics as opposed to blocks of single colours. It also featured a unique logic system that changed the number and type of enemies in reaction to your play, keeping the game fresh and different (for the time, anyway). Simple to play but fiendishly tough and frighteningly addictive, *Xevious* was a big hit in the early arcades.

The sequel, *Super Xevious*, was disappointing in many ways, with very subtle differences between this and its predecessor. It took some serious playing for the changes to become apparent.

Next came *Xevious Arrange* which, while remaining recognisable as a *Xevious* game, did at least have some major improvements. The most important addition was the weapon power-ups, which could be found by bombing large pyramid structures. There was only one 'level' of power-up – you either had it or you didn't – but this,



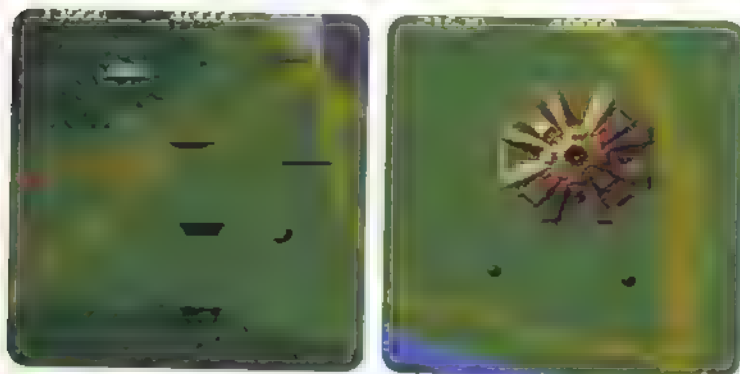
fun blast. Ultimately, though, it lacks the





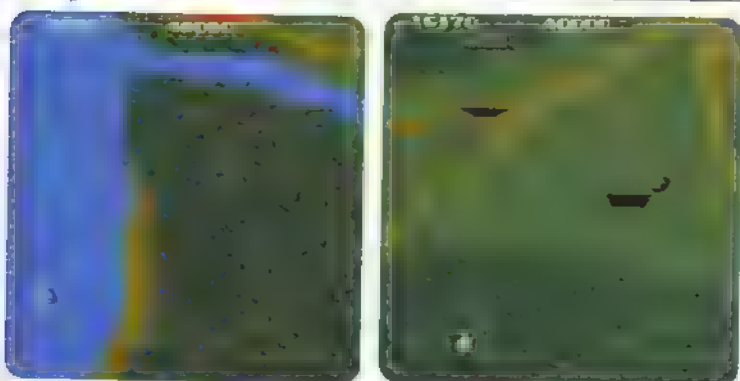
■ PUBLISHER:	SCE	■ DEVELOPER:	Namco
■ RELEASE DATE:	August	■ ORIGIN:	Japan
■ PRICE:	£34.99	■ STYLE:	Shoot 'em up

## Xevious



**T**he original and, for many hardcore gamers, still the best. *Xevious* is certainly showing its age, but this pixel-perfect conversion retains all of the game's incredibly simple but addictive gameplay. Not for the faint-hearted, though – this is a very tough game.

## Super Xevious



**T**o be honest, the differences between this and the original game are so subtle that there seems to be little point in it being included in the *Xevious 3D/G+* compilation, save for the sake of completeness. More a case of 'spot the difference' than a separate game.

## Xevious Arrange



**T**he *Arrange* version of *Xevious*, on the other hand, has a lot of changes, and was one of the first games to feature power-ups. In some ways it's even harder than the original. Lightning reflexes and split-second timing are required to defeat many of the bosses.

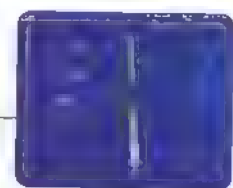
combined with more and nastier enemies, was enough to make for another arcade hit, and an even more challenging game than the previous two versions.

Then for several years it looked like the *Arrange* version would remain the last incarnation of *Xevious*, until Namco returned to the game with their newly designed System 11 board and produced the three-dimensional *Xevious 3D/G+*. Cleverly combining the original game with modern graphics and gameplay, *3D/G+* was instantly recognisable as *Xevious*, but had enough new features to make it a minor success in its own right. Rather than a simple top-down scroller, the action was viewed from above and behind your ship as it flew over a 3D terrain, facing polygonal versions of the original *Xevious* enemies, and then progressing to all new levels. **There were also three different weapons available – the original blue blaster, a more powerful green beam, and a red 'laser whip' that homed in on several enemies at once** – all of which could be powered up multiple times.

As we've come to expect from Namco by now, each of these games is perfectly reproduced in this collection. All the conversions are pixel-perfect, right down to the slightly flickery display of the original *Xevious* and the awful 'bleep-bloop' music. The first three games even offer the option of playing in full-screen mode by turning your TV on its side, as in the actual arcade machines.

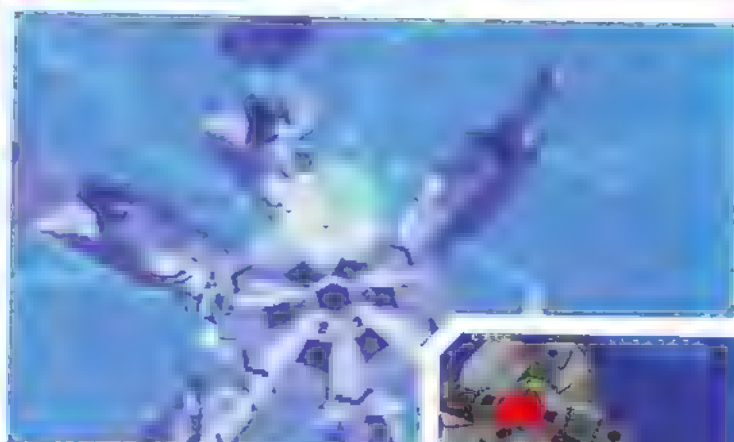
So, another great conversion job from the masters of the art. Whether or not it's been worth the effort is a little trickier to decide. There's no doubt that *Xevious 3D/G+* is a good, fun blast, offering the immediate playability and enjoyment that only arcade shoot 'em ups can. The difficulty level progresses at a suitable rate, the different weapons offer variety, and the two-player option allows you and a friend to team up against the enemy. Ultimately, though, the game simply lacks the depth and longevity of more modern releases.

What *Xevious 3D/G+* really comes down to is nostalgia. If the mere mention of *Xevious* is enough to bring back warm memories of dingy arcades and 'the good old days', then *Xevious 3D/G+* may well be worth the money. But if you tend to sneer at old gamers reminiscing over the classics of their youth, this is probably best avoided.



## Alternatively...

Namco Museum Vol 1	7/10	PSN6
Williams Arcade's Hit	7/10	PSM7
Namco Museum Vol 2	8/10	PSM14
Namco Museum Vol 3	8/10	PSM15
<b>Xevious 3D/G+</b>	<b>8/10</b>	<b>PSM23</b>



**The many, varied, and imaginatively designed end-of-level bosses are one of the best things about Xevious 3D/G+.**

### VERDICT

■ GRAPHICS:	Fast, sharp 3D 8	■ GAMEPLAY:	Simple, addictive, repetitive 6
■ SOUND:	Arcadey zaps and booms 8	■ PRESENTATION:	Namco slickness 8
■ LIFESPAN:	Ultimately repetitive 6	■ ORIGINALITY:	An arcade conversion 5

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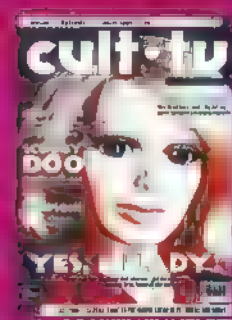
*Xevious 3D/G+* itself is a slick, playable 3D blaster that's a lot of fun but lacks depth. However the three previous versions of *Xevious* are little more than nostalgia trips.

**6**  
out of 10

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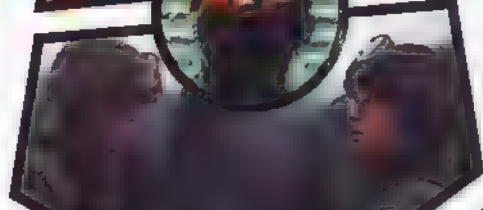
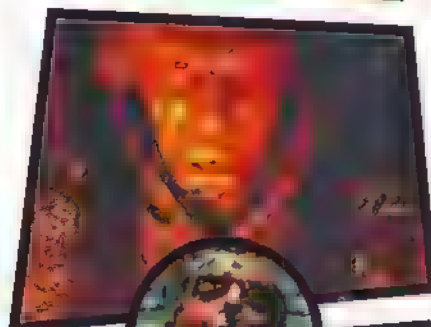
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■ PUBLISHER:	Virgin	■ DEVELOPER:	LucasArts/Factor 5
■ RELEASE DATE:	September	■ ORIGIN:	United States
■ PRICE:	£44.99	■ STYLE:	Futuristic sports sim



# Play Test

# BallBlazer

Great balls of fire! It's a new intergalactic sport!

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(1) Pick up power-ups. (2) The centre of the arena. (3) You have a choice of opponents. (4) And a choice of ships. (5) But your ship won't look as good as this in the game...



**T**he scenario: After thousands of years of killing each other in a bitter galactic struggle, a variety of un-ike-y alien races decided that enough was enough and that they should settle their differences in a more civilised manner. And so they came up with *BallBlazer*, a futuristic cross between ice hockey and soccer, to be played in an annual tournament.

Oh, come on. For a start, *BallBlazer* has precious little in common with either ice hockey or footie (besides a having goal at each end of a pitch) and it lacks the subtlety or gameplay of either. And you would have thought that these aliens, with all their advanced technology, might have managed to 'invent' a more original sport on which to vent their frustrations.

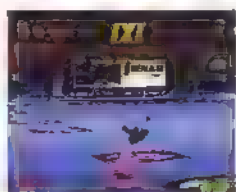
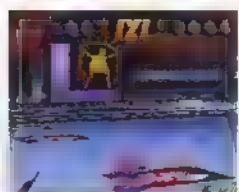
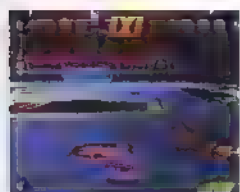
The object of the game is simple: grab, carry and shoot a ball of magma (or Plasmorb) into the goal of your opponent and stop them from scoring against you. You can hinder your opponent by tackling them and stealing the Plasmorb, or by picking up weapons

and shooting them. You can't kill your opponents, though – you can only slow them down and force them to pick up power-ups. Mmm.

*BallBlazer* is a valiant attempt at creating a gladiatorial ball game which just doesn't come off. It's simply not vicious enough to satisfy the violent and bloodthirsty, nor does it work as an end-to-end, ding-dong, put-the-ball-in-the-net encounter because it's missing the flair of a passing game. It would surprise few observers if the aliens decided to pack it in and go back to their bad old ways – bloody interplanetary warfare with giga-deaths on all sides sounds a lot more entertaining than this compromise.

The effects and graphics aren't exactly cutting-edge, either, but everything looks pretty smart and moves smoothly nevertheless. The stadiums in particular are very impressive. There are four to choose from to start with (you get more as you progress through a tournament), including a skateboarding-style half pipe, which adds to the fun, and one with pinball style columns which you can ping your shots off. There is also a simple facility to change camera angles (the view from the cockpit seems to enable you to control your Rotofoil much more easily) as well as a choice of characters to play. Nowhere, in fact, could you accuse *BallBlazer*'s creators of skimping.

It's not going to catch on, though. It can't, surely. Mind you, can a hundred million aliens be wrong?



During a match various weapons and pieces of equipment appear in the centre of the arena. Pick them up and use them against your opponent.

## VERDICT

■ GRAPHICS:	Not out of this world 6	■ GAMEPLAY:	Unsatisfying 4
■ SOUND:	A choice of bad music 6	■ PRESENTATION:	Slick 5
■ LIFESPAN:	Going out in a blaze 5	■ ORIGINALITY:	They tried, bless 'em 5

Although *BallBlazer* is a little bit different, it's a 'new sport' that is unlikely to keep anyone but the undemanding diverted for long. Stick to footie in the future.

Official UK  
**PlayStation**  
Magazine 23

**5**  
out of 10

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■ PUBLISHER: Eidos Interactive ■ DEVELOPER: In-house  
 ■ RELEASE DATE: September ■ ORIGIN: UK  
 ■ PRICE: £44.99 ■ STYLE: Footie sim



PlayTest

# All Star Soccer

As Eidos launch their debut campaign in the Premiership, we ask if their funny hairdos and amusing commentary will be enough to make an impact against the Big Five?



(1) All Star Soccer isn't the greatest when it comes to visual prowess. (2) You can view the action from many angles. (3) Some of the players have 'funny haircuts'. (4) You can certainly shift the ball with after-touch. (5) Rather spotty pitch...



There are two secret weapons up the sleeves of *All Star Soccer*, the newly promoted side hoping for PlayStation glory. The first of these is Alistair McGowan, the 'well-known' sporting impersonator. He banters away happily during the in-game matches, talking nonsense in the voices of such mega-pundits as Jimmy Hill and Trevor Brooking. He even does a great Eric Cantona impression, occasionally asking (in a superbly bad French accent) such poetic questions as 'Does a giraffe have a long neck because it farts?'

It's very well done and certainly adds to the enjoyment of *All Star Soccer*, but the success of the game's other gimmick – its much vaunted customise-your-own-team facility – is less certain. With this you can give players in a side particular attributes and even select a hairstyle for them. Most people will prefer simply to get on with a game, though, especially when they discover how fiendishly difficult the set-up

menus are (even Harry Houdini would do well to get out of them – and he can even walk through walls these days). Whether you enjoy tinkering with a team or not, no amount of window dressing can compensate for a football sim that doesn't play well – and this one does have problems. On the good side, *All Star Soccer's* players have cool tricks to go with their cool hairstyles, and they can dribble the ball (perhaps unrealistically) on runs as long, fast and mazy as you like. The range of shots and passes you can make with the simplest of touches is very pleasing, too – but it is also in the passing department that all is not well.

Because the game is so slow at switching control from passing players to receivers you must attempt to do this manually, otherwise the ball is invariably intercepted. Naturally, after a while you become better at doing this, but it's a strain on the fingers and on the brain to keep up the vaguest semblance of a passing game for long. Eventually, slightly frustrated and tired, you give up trying altogether and start dribbling with the ball as soon as you get it – if need be, from one end of the pitch to the other. This means that, although matches are a ways entertaining to start with, after a while a sense of boredom and dissatisfaction begins to creep in.

It's such a shame that such a pretty side is let down by these lapses at the back, and unfortunately, at the end of the day, they will be found out. Novelty value alone is not enough to lift the team into the Premiership. It's harsh, but that's football



## Alternatively...

1993 Pro	8/10	PSM 9
Action Soccer	8/10	PSM 8
Astros Power Soccer	8/10	PSM 8
Olympic Soccer	7/10	PSM 8
All Star Soccer	8/10	PSM 7



(1) You can customise your players. Want skinny legs and a fat belly? You can do it! (2) A Des-a-like appears with alarming regularity.



## VERDICT

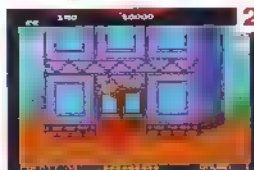
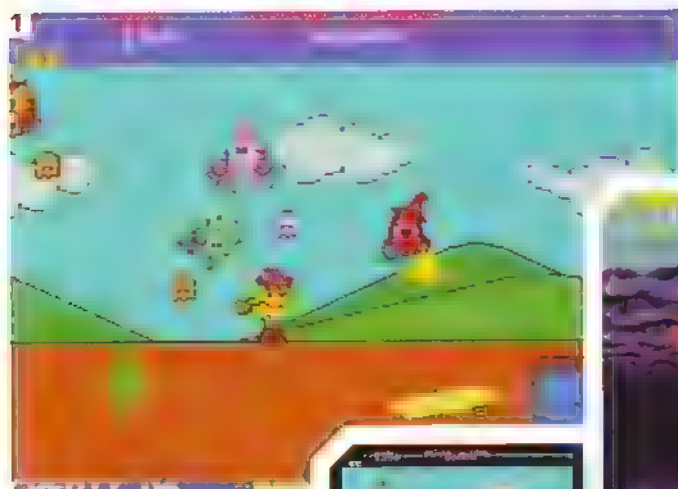
■ GRAPHICS: Not pretty but effective 6 ■ GAMEPLAY: Lacking the final pass 6  
 ■ SOUND: Does a dog ever... bark? 9 ■ PRESENTATION: Diabolical 7  
 ■ LIFESPAN: Early bath 4 ■ ORIGINALITY: It's a funny old game 6

Official UK  
PlayStation Magazine 23

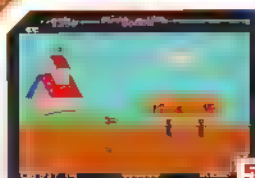
All Star Soccer scores six because of its comedy value in the commentary; in other departments the game finds itself at the wrong end of the table.

6  
out of 10

# PlayTest



(1) Pac-Man in *Pac-World* - not all that much like the original game, and nowhere near the fun. (2) Jumping over fire hydrants does tend to get a little tedious after, well, about 10 seconds, actually. (3) But this is more like it, the scrolling shoot 'em up *Ordyne*, which features cutesy graphics and fast-paced gameplay. (4) The enemies in *Ordyne* are varied, though in truth not all that tough. They are numerous, however.



## Namco Museum Volume 4

What goes around comes around, or so they say, but that just sounds like an excuse to sell us what we've already been sold



There's a distinct feeling of repetition in *The Return Of Ishtar* every early enemy is a ghost.

There isn't a gamesplayer around who hasn't indulged in a bout of intense nostalgia, reminiscing over a pint with a mate about some long-forgotten piece of gaming history. *Elite*, *Space Invaders*, *The Hobbit*, *Chucky Egg* - there are dozens of favourites which are constantly trawled up as classics. And indeed they are, though in truth these games are rather lifeless in comparison to the majority of titles we get to enjoy these days.

And that same thing has to be said of the latest collection of golden oldies from the Namco back-catalogue *Namco Museum Volume Four*, which houses five titles from arcade days now arcane, brings together some of the less well-remembered games from the 1980s: *Pac-World*, *The Genji* And *The Heke Clans*, *The*

*Return Of Ishtar*, *Assault*, and finally *Ordyne*.

It's the latter title that is the collection's best. A sideways-scrolling shoot 'em up of intermediate difficulty, *Ordyne* gives the player a choice as to which power-ups he collects by rewarding clearances of larger baddies and complete waves of lesser ones with crystals - a currency which can be spent at shops that appear intermittently. This gives the game an added flexibility and a further level of skill, as you attempt to determine the power-up most appropriate to helping you get through the next level section. *Ordyne* is colourful, the parallax scrolling actually works, and it's got a lasting appeal that the other titles on this disc lack.

Back to *Pac-World*, and we're straight back into the realms of mediocrity. *Pac-World* had the Pac-Man character placed into a scrolling platform-game-like world of jumps and constant dodging of ghostly objects. The gameplay is incredibly simple, and therefore rather uninspiring. Each level is much like the first, and though



(1) Although a fine romp down the arcades, *Assault* suffers in translation. (2) The control method has you crashing into things... (3) Like enemies.

*Ordyne* is colourful, the parallax

scrolling actually works, and it's got

a lasting appeal that the other

titles on this disc lack.





PUBLISHER:

SCE

DEVELOPER:

RELEASE DATE:

End of August

ORIGIN:

PRICE:

£34.99

STYLE:

Classic compilation



(1) Take a trip around the Namco museum.  
(2) Here's the RPG-inspired Ishtar room.

it may have worked as an arcade caper, when it comes to playing in the home, it simply lacks lasting appeal.

The same is true of the Jackalustre *The Genji And The Heke Clans*. A feudal Japanese platform game/slice 'em up in the *Revenge Of Shinobi* mould, *Genji* suffers because it's so difficult to stop the various enemies taking damage from you, no matter how proficient you are with your flailing sword. It's almost impossible to dodge at close range, and your patience is soon tested to its extremes. Again, a fine arcade game that doesn't translate well to the home-gaming environment.

The *Return Of Ishtar* is another title to try your patience, though this at least has some depth to it. A very early roleplaying game, *Ishtar* has you controlling two characters around a 'dungeon' infested with what appear to be ghosts. Keys must be discovered to open rooms, and something approaching a plot is slowly revealed. A password system (translated into a memory card save system) saves you from repeatedly starting the game over, though because of its simplicity, the game lacks a driving force to complete it.

Finally we come to *Assault*, which in its arcade cabinet form made use of two throttles - one for each of the two tracks on the tank you control. Forward on the left throttle turned you in a circle to the right; both throttles at the same time made you go forward, and

so on. This control method is replicated on the Joypad, though unfortunately it makes the game almost impossible to play. This scrolling shoot 'em up is frenetic at the best of times, but with this clunky control method, it simply becomes bewildering and not at all fun.

So, not the best Namco collection. There are better collections of old games available and a whole host of new titles which make a mockery of every game on this disc. It's a shame, but the past usually doesn't live up to our memories of it.

## Alternatively...

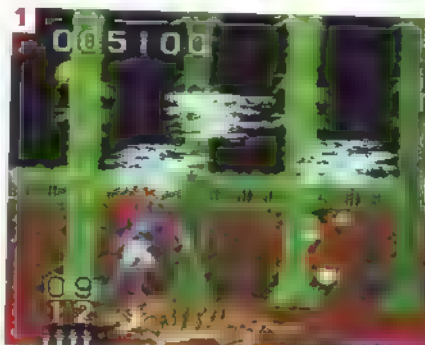
Namco Museum Vol 1 7.10 PS2

Williams Arcade 6th 7.10 PS2

Namco Museum Vol 2 6.10 PS2

Namco Museum Vol 3 6.10 PS2

Namco Museum Vol 4 4.10 PS2



(1) Although it bears more than a passing resemblance to *Shinobi*, *Clans* isn't as great as Sega's classic. (2) And you can't read the title.

## Official UK PlayStation Magazine

### VERDICT

GRAPHICS:

Ancient but intentionally 2

GAMEPLAY

Varied but a little dull 6

SOUND:

Archaic 8-bit 2

PRESENTATION:

Museum Interface 7

LIFESPAN

Five games to play 7

ORIGINALITY:

Oh no, none of that 1

Although these games may have been fine when released more than a decade ago, they're now looking rather dull. Buy something newer and better instead.

# 4

out of 10

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Rally



£37.99



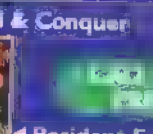
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# TOP SECRET

A game that combines the exhilaration of *Ridge Racer* with the driving accuracy of *F1* we said of *Porsche* in Issue 19. Follow us through each course of Sony's unforgiving racer...

## PORSCHE CHALLENGE



We were a little dubious about *Porsche Challenge* initially... a driving game with just one car? But at least there are seven different drivers, each with individual personalities and driving styles, which to some extent makes up for this.

There are four main circuits in all but each has a long, short and interactive version. The long version opens up some of the harder areas on the track, whereas the interactive tracks will alternate between different routes, so you'll have to keep an eye on which gates are open and closed.

We found that the best method of driving was to use the gears rather than the brakes to slow yourself down. Of course, you'll need to use the anchors every now and then, but if you follow our instructions you'll be taking those corners with the silky-smooth prowess of which Mr Hill himself would be proud.



### TRACK 1 STUTTGART SHORT COURSE

Stay in the centre of the track then drop down to fourth gear as you enter the corner. You can take this corner at full throttle in fourth, but change up to fifth as you come out of it.

You should be able to take this section at full speed in fifth gear. However, if you are on a wide line, you'll have to drop down to fourth for a second or two, to avoid colliding with the barriers.

Keep full speed up through here, but tap to fourth then straight back up to fifth just to take the edge-off of your speed.

As long as you keep to the inside line you can come through here at full whack.

Drop to fourth just as you hit the curbing on the inside. Make sure you keep your front right wheel as close to the curbing as possible as you take the corner and also be careful not to over-steer as you come out of this corner.

### LONG COURSE

Top of a hill, so it will come up on you extremely fast. Drop into fourth as you take the corner and keep it there until you are out of the next corner.

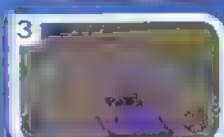
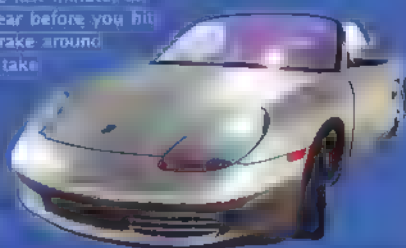
This chicane is extremely tricky at high speed so drop into third and stick to the right of the first corner then try to get across to the inside of the exit so that you don't slide out on to the grass.



Brake hard and drop to third, or you will wipe out here.

Here's the sharpest corner on the entire track. You can leave the braking to the last minute, as long as you get down to second gear before you hit the corner. You can use the hand-brake around this corner but getting it right will take a lot of practice.

at full speed in fourth gear and you'll shave a few seconds off of your time if you cut across the grass verges.





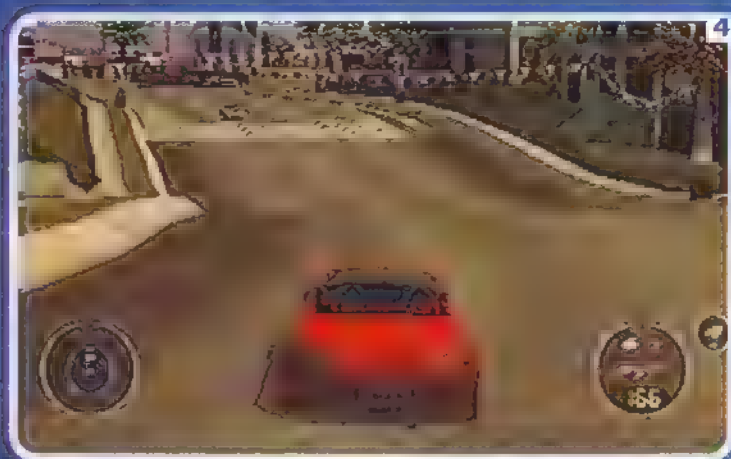
## TRACK 2: USA SHORT COURSE



**1** Get up to fifth and stay there as you take this long, sweeping corner. Try to stay to the left of the left-hand white line so that you are set up to cut across to the right as the corner changes direction.

**2** Cut across the pavement here, then get ready to change a sharpish left which can be taken at full speed.

**3** Stick to the centre of the track, then drop down to fourth to get around this corner without braking. Make sure that you get into fifth before you leave the corner.



**4** Watch out for the wall on the left of this corner before the dip. Keep as close to it as possible at full speed so that you have the right line for the next section.

**5** Keep to the left to avoid the tram. How quaint.

**6** Drop to fourth halfway through the corner then straight back up to fifth as you exit.

**7** Stay straight on the jump or you'll skid off when you land.

**8** Stay straight on the jump or you'll skid off when you land. Track then drop down to third as you hit the corner. Once you have the corner under control, hit fourth gear and then fifth once you're clear. Don't hit fifth gear too early as you may not have enough revs driving uphill.



## LONG COURSE

**9** Although the corner looks sharp, you can get through it at full speed if you stay to the right on entry, then turn left quickly.

**10** Turn around here.

**11** Dividing it in the centre, try and get to the right-hand land, but be careful not to take any trees with you.

**12** Get through this tricky chicane safely, but make sure you accelerate quickly out of it as there's a nice straight for overtaking coming up next.

**13** Slide around on to the new piece of track. Make sure that you don't attempt to go over the bridge or you'll end up crumpled against the crash barrier.



## TRACK 3: JAPAN SHORT COURSE

**1** Cut across the dark grey on the left, then slide through this long sweeper at full whack.

**2** This whole section can be taken with a lead foot, so don't let up on the accelerator until you reach point three.

**3** Stay close to the left then drop down to fourth as you turn the first corner. Keep in fourth and head to the inside of the next corner if you start to slide out; drop down into third for...



# Cheats

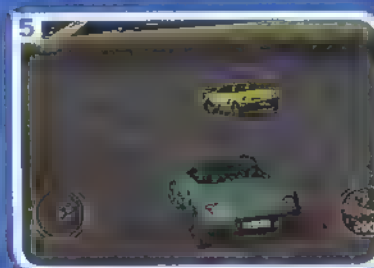
second or two, then go back up through the gears as you leave this section.



4 Brake hard and change to third gear through this right-angle turn. You can try using the hand-brake here if you feel confident about using it.

5 This corner can be taken extremely fast as long as you stick to the left and tap into fourth and then straight back up to fifth.

6 You won't get around here safely unless you're in third gear but you can start changing up as soon as you approach the left-hander.



## LONG COURSE

7 The track becomes very thin here, and you'll have to watch out for the obstacles on either side, but you should still be able to keep up at good speed.

8 Don't take the route to the left as you'll end up meeting a solid brick wall at very high speed. You'll need to slow down and drop it into fourth to get around this next tricky section.

9 Slow right down and make a sharp turn to the left here as there is a crash barrier blocking the usual route.

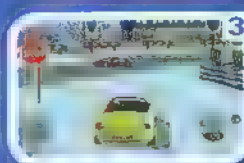
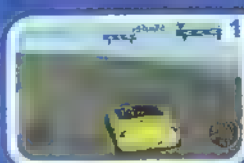


## TRACK FOUR: ALPINE

1 Get into fifth gear from the start, then knock it down to fourth for the first corner as you cut across the inside.

2 Although the following section is quite bendy, you can stick it into fifth to get maximum speed. Don't go into fifth too quickly, though, as you may lose some revs.

3 There's a sharp right-hander at the top of the hill where you should drop down to third and go across the snow on the right-hand side of the signpost.



4 Stay in fifth for this corner, it'll be hairy but you'll make it, as long as you stick to the inside racing line.

5 This is one of the only corners in the game that you should brake early for. Make sure that you're in third gear by the time you reach the corner to avoid breaking a headlight. Again, you can use the hand-brake here but we don't recommend hand-brake turns at all.

6 The next section should be taken in fourth gear to make sure that you get through it safely.

7 Get into fifth around this left-hander, and stay there.

8 Hit the jump on the right-hand side with the car pointing to the right. This should set up your landing for the slight right-hand corner after the jump.

## LONG COURSE

9 Stay on the right and cross the snow on the side of the road at full speed.

10 Stay in fourth gear but you can knock it into fifth every now and then if you have the back end of the car under control.

11 Stay as close to the inside as possible. Also watch out as the road becomes slippery around here.

12 The road is very narrow, you don't want to scratch the paintwork, do you now?

13 Knock down to third gear for the right-hander when you get back out on to the short course.





## 3D LEMMINGS



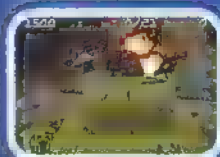
From the humble beginnings of an Amiga 2D platform puzzler comes *Lemmings* for the new generation. It's the same game, only in 3D, and it's just as frustrating as it ever was, so this stage-skip cheat should come in pretty handy.

To start on any stage of the game, choose 'codes' from the menu and enter 'LAMPWICK' as your password, then highlight 'end' and press 'X'. Once you have chosen your difficulty level, select 'play' and a Stage Select menu will appear.

We've also got some codes to open up all of the FMV sequences in the game. Enter the following passwords on the codes screen:

PLAYAAAA  
ARMYAAAA  
MAZEAAAA

## ASSAULT RIGS

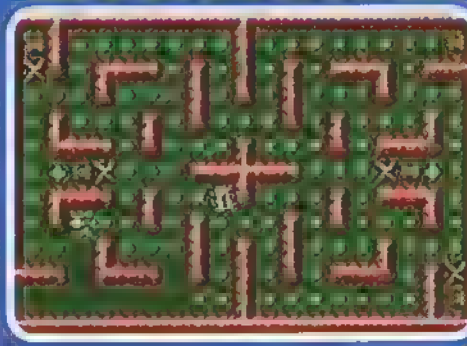


**To become invincible:** Left, Fire, Left, Fire, Left, Left, Fire, Right, Fire, Right, Fire, Fire, while playing.

**To get all of the weapons and items:** Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, down, Down, while playing.

Thanks to **Robert Burke**, from Birmingham.

## CONTRA: LEGACY OF WAR



The *Contra* titles on the SNES were famed for being ridiculously hard games to crack and this hasn't changed a bit for the PlayStation release. Thankfully, we've got some cheats that should help you out a little.

All codes should be entered on the title screen:

**Weapon select:** L2, R2, L1, R1, Up, Down,

Down, Up.

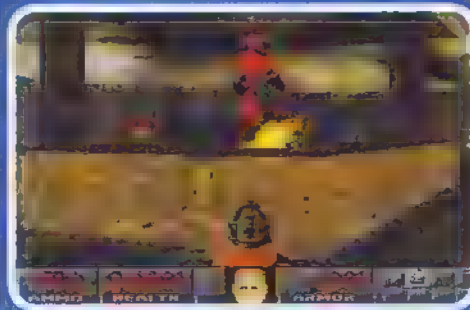
**Sambou arcade:** R2, R1, Right, Left, L1, L2.

**Sambou gyus:** L2, L1, Left, Right, R1, R2.

**Unlimited continues:** R2, R1, L1, L2, Up, Right, Down, Left.

**Movie player:** L2, L1, R1, R2, Up, Left, Down, Right.

## FINAL DOOM



All cheats should be entered while the game is paused:

**Invincibility:** Down, L2, Square, R1, Right, L1, Left, Circle.

**Map with objects:** Triangle, Triangle, L2, R2, L2, R2, R1, Circle.

**Level warp:** Right, Left, R2, R1, Triangle, L1, Circle, X.

**Full weapons/ammo:** X, Triangle, L1, Up, Down, R2, Left, Left.

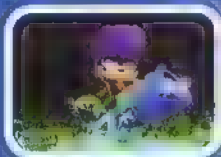
**X-ray vision:** L1, R2, L2, R1, Right, Triangle, X, Right.

## JOHNNY BAZOOKATONE

While there's plenty of satisfaction to be gained from this 2D rock 'n' roll platformer, it also happens to be ridiculously fiddly, with awkward controls and poor collision detection, so you should be glad of these passwords:

**Level select:** KRISTIAN

**God mode:** PILCHARD



# Cheats

## DM



We've been sent all sorts of cheats sent from *Independence Day*, but the best came from **Pete Wilson** and **Shaun Bentley**, from London and Bristol respectively.

### Secret options

Enter the Options screen, and put in Mr Happy as your player name. Go to the Main Options screen, and press Left, Right, Square, Circle, Triangle, Triangle, Down. This will enable the following codes:

### Select your city

Enter the Secret Options code, then at the Password screen, enter 'FOX ROX'. This will give you the ability to select your city in the Options menu.

### Invincibility

Enter the Secret Options code, then at the Password screen, enter 'GO POSTAL'. This will give you the ability to turn on invincibility in the Options menu.

### Additional options

Enter the Options screen, and put in 'TOURIST' as your password. Exit that screen, and at the Game Select screen, quickly press Left, Right, Square, Circle, Triangle, Triangle, Down. You should enter a cheat menu, where you can change additional options.

### Password

DBJHJ - Washington	RBDHY - Tokyo
GBDHF - New York	T59MX - Oahu
NBDHC - Paris	Z99MZ - Las Vegas
LBDG6 - Moscow	B99MH - Mothership

## TWISTED METAL 2

To get the secret cars in *Twisted Metal 2*, go to the Car Selection screen and enter the following codes. You'll hear an explosion if you entered the code correctly:

**Minion** Left, Up, Down, Left  
**Sweet Tooth** Up, Left, Triangle, Right

## SHIELD SHOCK



To get the debug menu up on this streetwise (ahem) tank game, enter the following code on the main title screen. Be sure to do it quickly, though: Up, Down, Left, Right, Down, Down, Right, Right, Square.

To become invincible in the game, enter the following

code on the same screen, again making sure that you do it quickly:

Up, Up, Up, Down, Down, Down, Right, Right, Triangle.

Thanks to **Graham White** for those cheats.

## DISRUPTOR

*Disruptor* is one of the most exciting and action-packed *Doom*-clones so far, and it's frustrating to boot. Which is why these codes sent in by **Allan Harding**, from Reading, might just come in handy.

### Refill ammo

During the game, press SELECT to go into Map mode; then press L1 to turn off real time. Now enter X, Square, Triangle, Triangle, X, O, Triangle, X.

### Refill life

During the game, press SELECT to go into Map mode; then press L1 to turn off real time. Now enter (Triangle, X, X, O, X, Triangle, Square, Square.

## JUMPING FLASH 2



### Rachel for support

To get Rachel as your Supporting AI, at the Title Screen enter the following:

Left, Right, R1, L2, L1, R2, Up, Down, Triangle, SELECT.

You can now have Rachel as your Support AI but make sure that you select her from the Support AI category in the Options menu.

### Tex for support

To get Tex as your Supporting AI, at the Title screen enter the following:

Up, Down, L1, R2, R1, L2, Left, Right, SELECT.

You can now have Tex as your Support AI but, again, make sure that you select him from the Support AI category in the Options menu.

### Extra mode

Once you've finished the game in Regular mode and then Super mode, you can play in Extra mode.

### Super jump

Once you beat the game, you can replay it in Super mode. In this mode you can jump six times at once instead of just three.

Thanks to **Sally R**, from Cleveland.





If you have any queries about games and their release dates, these are the people to contact...

## DIRECTORY

### Acclaim

Moreau House, 112-120 Brompton Road, Knightsbridge,  
London SW3 1J

0171 344 5000

### Activision

Gemini House, 133 High Street, West Drayton, Middlesex, UB11  
1BB

01895 456700

### BMG Interactive

Bedford House, 69-79 Fulham High Street, London, SW6 3JW

0171 973 0011

### Bullfrog

20 Nugent Rd, Surrey Research Park, Guildford, GU2 5AF

01483 579399

### Codemasters

Lower Farm House, Stoneythorpe, Southam, Warwickshire,  
CV33 0DL

01926 814132

### Core Design

55 Ashbourne Road, Derby, DE22 3FF

01332 297797

### Eidos

2nd Floor, Wimbeldon Bridge House, 1 Hartfield, Wimbeldon,  
SW19 3RJ

0181-636 3000

### Electronic Arts

90 Heron Drive, Langley, Berkshire, SL3 8XP

01753 549442

### Fire International Ltd

Nacap House, 46-48 Silver Street, Doncaster, DN1 1HT

01302 325225

### Gremlin

Carver House, 2-4 Carver Street, Sheffield, S1 4FS

0114 275 3423

### GT Interactive

The Old Grammar School, 248 Marylebone Road, London, NW1  
6JT

0171 258 3791

### Interplay

Harleyford Manor, Harleyford, Marlow, Bucks, SL7 2DX

01628 423666



### JVC

4th Floor, 17-18 Henrietta Street, Covent Garden, London,  
WC2E 8QH

0171 240 3121

### Konami

Konami House, 54a Cowley Mill Road, Ladbroke, Middlesex,  
UB8 2QE

01895 853000

### Mindscape

Priory House, Charles Avenue, Mattingly Park, Burgess Hill,  
West Sussex

01444 246333

### Namco

2nd Floor, 43-44 Great Windmill St., London, W1V 7TA

0171 734 7737

### Ocean

2 Castle Street, Manchester, M3 4LZ

0161 832 6633

### Psygnosis

Napier Court, Stephenson Way, Wavertree Technology Park,  
Liverpool, L13 1HD

0151 282 3000

### SCEE

Waverley House, 7-12 Noel Street, London, W1V 4HH

0171 447 1600

### Team 17

Longlands House, Wakefield Road, Ossett, West Yorkshire,  
WF5 9LS

01924 267776

### Telstar

62-64 Bridge Street, Walton on Thames, Surrey, KT12 1AP

01932 222232

### THQ

4, The Parade, Epsom, Surrey, KT18 5DH

01372 745222

### Virgin

2 Kensington Square, London, W8 5RB

0171 368 2255



On the CD



## Oddworld: Abe's Oddysee



[1] By chucking a grenade at the ground it'll drop off the edge and blow up all the mines clearing your way. [2] Motion sensors - don't move when the light touches you. [3] A Mukodon scratches the blood off the walls as a lazy sigh sneezes. It's your duty to free him.

■ FULL STORY ■  
■ STYLE ■  
■ PROGRAM ■

QT Interactive  
Platform game  
Playable demo

refines appearance

In an innovative idea there are two endings to the game. Which one you receive will depend on how you treated your fellow

Mukodons during your escape. If you spent time helping them

escape you've a good chance but if not, well, don't expect

much help. Getting them to follow you isn't just a case of

walking up to them and them falling into line - you have to

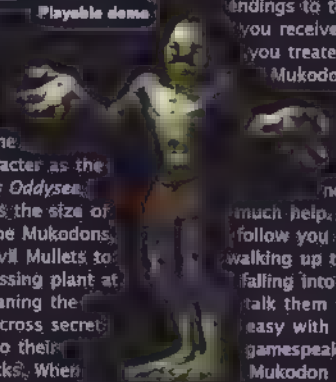
talk them into it. This is made easy with the inclusion of

gamespeak. Standing close to a Mukodon press [L] with triangle

to say 'hello' when he replies

oy, is this a strange one. Not since *Earthworm Jim* first inched across our screens have we come across such a weird character as the eponymous hero in *Abe's Oddysee*. Thin and pasty, with eyes the size of a moon, Abe is one of the Mukodons, a race enslaved by the evil Mulletts to work in their meat processing plant at Rupture Farms. While cleaning the corridors Abe stumbles across secret plans to turn his race into their latest range of tasty snacks. When this little rouse is uncovered the Mulletts send their Sligs to silence him and sensibly, he legs it. You play the part of Abe, and all you have to do now is escape from Rupture Farms, learn the secret ways of the Big Heads and find a way to destroy the processing factory.

The game is being developed by Oddworld Inhabitants, a company set up by Hollywood special-effects veterans Lorne Lanning and Sheery McKenna, who took a sideways look at videogames before starting work on the game. The game has a very individual look to it - perhaps the only one worthy of a comparison is Delphine's *Flashback* which uses a similar system whereby the screens flick over, rather than steadily scrolling. This may look outdated but it means each screen can be individually pre-rendered, giving the game a very



If you try and chuck when one of the robots is floating in the sky, it'll fry you with a nasty electric pulse.

It's a mad, mad world, or at least

a very odd one in the land where

Abe packs meat. Back on earth,

however, all is well and we've

got a great pair of discs

sitting pertly next to our magazine,

ready for you to play with. Be

ready to marvel at their beauty



13 Now here's the perfect example of why you shouldn't jump on to land mines. 14 Not all the action takes place in Rapture Farms, a lot of the later levels visit Abe's homelized and a mysterious moon. 15 If you jump down you're not going to last very long with all those mines. 16 Later in the game Abe finds all sorts of allies to help him rid the planet of the Mullers.



press L1 and square for him to follow you. If this works he'll follow you where ever you go so long as you don't go through a door or jump up a level. Soon you'll come across a flock of birds with your mate on screen press and hold the two left shoulder buttons until the birds transform into a portal where the mukodon will jump through and be safe. Simple as that.

As an added bonus the chant can also possess the Sligs if they stay on the screen long enough. Once under your spell you can use them to dispatch any other Sligs using their powerful machine gun; you've got to admit, there's something special about getting rid of the enemies using their own guns isn't there? If you can't use them to shoot any others another press of the two shoulder buttons will perform a great impression of Scanners as they explode into hunks of stinking flesh. Marvellous.

Abe's Oddysee is the first part in a five-part series based on the planet Oddworld. Whether Abe will be in the second part we don't know yet, there are plenty of other weird and wonderful creatures on Oddworld to base a game on. We'll just have to wait and see.

**Controls**  
Throughout the first level pay close attention to the info screens as they hold the secrets to some of the special manoeuvres required in the game. Here are some of the basic controls to get you started.

- ↑ Enter door
- ↓ Roll into a ball

- ← left
- Right
- △ jump
- Run
- Smash
- Chant/Possess
- Slig/Explode Slig when under your spell

- Gamespeak
- Hold □ and press
- △ Hello
- Angry
- Stay here
- Follow me
- Hold □ and press

- Whistle
- Fart
- Whistle 2
- Laugh

**Additional Information**  
The complete version of Abe's Oddysee will feature very different game regions. Starting with the Industrial morass of Rapture Farms, the game gets more spiritual the further you get into it with the final scene being one of the most triumphant pieces of pre-rendered graphics we've ever seen.

**Further information**  
We should be getting a finished copy of Abe's Oddysee any day now, so you'll be able to read all about the game in next month's issue. But ahead of our review, you can take this opportunity to give the demo something of your own review.

During the scenes in Rapture Farms it is worth paying attention to the information screens as they have a good line in advice, letting you know exactly how to do the tasks required on each screen. After a while you'll be able to discard them and just get on with the game.

# Overboard!



*Overboard!* could be Psygnosis's most original game to date. Once you start playing the challenge of sailing around the seven seas, blasting seven shades of sand becomes very captivating.



■ PUBLISHER: Psygnosis  
 ■ STYLE: Strategy/Puzzle  
 ■ PROGRAM: Playable demo

**O**verboard! is a one-player game. *Overboard!* should go down as one of the most original games on the PlayStation; as a multi-player game it could go down as perhaps the best game ever. The aim of the game is to plunder hidden treasure, conquer foreign ports and kill as many foes as you can...well, perhaps not kill them, but give them a nasty headache.

The demo puts you in charge of one of the smaller galleons with the mission of taking control of all the ports you can find. Initially you only have a single cannon but sail through the power-ups and your tally soon increases to include missiles, flame throwers and thunderbolts.

One little tip - don't get in the way of the flame-throwers, both from land and sea. If you catch fire the only way to extinguish the fire is by sailing through a waterfall. Otherwise your blokes will jump overboard (geddit?). Once in the sea you can regain energy if you pull sailors out of the water.

Just another novel feature.

## Controls:

- ↑ Speed burst
- ↓ Tight turn
- ← Turn left
- Turn right
- ⊗ Fire (with three cannons) to right
- ⊙ Fire (with three cannons) to left
- [M] Map
- [W] Change weapon
- [A] Accelerate
- [R] Change weapon

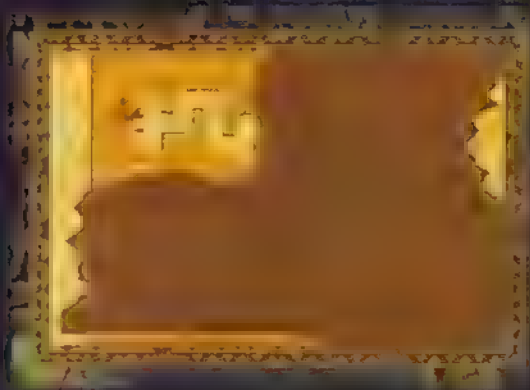
## Additional features:

Using a multi-tap, you can have five players battling one another in one of ten special zones. The pirate ships can be upgraded from the bog-standard boat all the way up to a flying galleon. With eight different weapons, airships and more killer fish than you could ever encounter in a whole bunch of cheap horror films you could be playing this for a very long time.

## Further information:

If you turn to page 78, you'll find an update on *Overboard!*. If you want any more information have a look at the Primal Screen section last month when we interviewed the producer of the game. We'll be reviewing *Overboard!* just as soon as Psygnosis stop playing it and send us a copy. See what you think of it in the meantime.

Launching a missile is the only way to get rid of the flying frigates.



[1] Astonishingly enough the map shows you exactly where you are in the ocean. [2] By picking up crates you can find all sorts of wonderful power-ups. Our favourites are the flame throwers. You can burn your enemies with this, sit back and watch their sailors jumping out of the ship as it sinks to a watery grave. [3] The game is full of unusual hazards like this giant chainsaw.



# Actua Golf 2



■ RELEASE: Gremlin  
 ■ STYLE: Golf sim  
 ■ PROGRAM: Playable demo

If the recent British Open has got you gagging for a bit of ball-smacking action look no further than this one hole demo of *Actua Golf 2*. At the PSM office we spend a lot of time saving the Earth, pulling off a ten-hit combo or winning at Silverstone, so it's quite nice to be able to pick up a bag of clubs and take a leisurely walk around a golf course. In answering the criticisms of the previous incarnation, Gremlin have tarted up the graphics, included new course options and added the killer combination of Peter Allis and Alex Hay to the commentary team. If you want a feel for the game take a look at the fly-by-hole option to get a look at the quality of the graphics. The game look difficult to play but you get a hang of the controls you'll be discussing eagles, bogies and albatrosses like the best of them.

## ■ Controls

### Setting up a shot

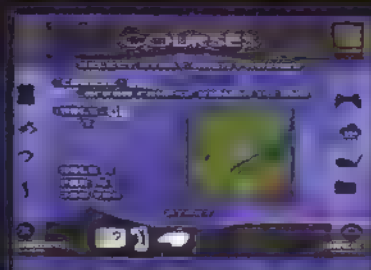
☐ Moves view up above Player towards an aerial view

☐ Moves view down from Aerial to Player view

☐ Aerial to Player view

☐ When Ball Arc Line is not activated, press the R2 button to bring up the hole status panel. When the Ball Arc Line is on screen, press the R2 button to display the hole map, club choice, shot type, flag distance, shot number and arc distance.

☐ + ← or → rotates hole map clockwise or anti-clockwise



The options screen is very comprehensive (although you won't be able to use most of them in the demo) with every type of game catered for.

## ■ Game options

### Pause

Once you're satisfied with your viewpoint press X to bring the Ball Arc onto screen.

### Taking a shot

The Ball Arc. This will determine where your ball goes and how far it will go. By pressing ← and → you change the direction of the line. Pay attention to the colour of the line.

White In line with the hole.

Yellow Not in line

Orange There is an obstacle but a good chance you can get past it.

Red There is an obstacle which can't be passed.

Once you're satisfied with the direction get ready to hit the ball. By pressing X once you'll start your swing. Watch the power indicator in the bottom

corner of the screen - press X when you feel the power is right and the line will turn round and head towards the start. If you press the X button after the power indicator passes the middle Snap line, the ball will be hooked (curves to the left). If the X button is pressed too early then the ball will be sliced (curves to the right). To re-take a shot opt for a Mulligan rather than continue when the ball has come to a stop.

## ■ Additional features

The full game features six courses - three real and three fantasy but if this isn't enough then you can take 18 holes from the courses to make your own combo. Supporting the multi-tap, you can play against three other humans in an incredibly wide variety of game styles from skins to foursomes.

## ■ Further information

*Actua Golf 2* received a commendable seven out of ten in our review in Issue 23 when we said: 'A beautiful-looking atmospheric game with staggeringly good commentary'. Again, our advice is take a look around the sumptuous courses, strike the odd ball, take a few putts and let us know what you think of the game. We're always keen to hear from people about whether you think our perception of the game was correct. This is your chance to be a reviewer yourself for the day.



[1] The Ball Arc. By moving this line you can guide where your ball will land. In this picture you can see the line is fading to avoid any trees. By pushing up or down with your D-pad you can choose how far you can hit the ball. [2] The Tee. A cheeky chipshot onto the green would go down very nicely just now. [3] *Actua Golf 2* really does make you pay for bad shots.

## On the CD

# Kurushi

**PUBLISHER:** SCE  
**STYLE:** Puzzle  
**PROGRAM:** Playable demo

**I**n the UK there are something like 270 PlayStation games available. In Japan there are more like 870! This might make you feel like your missing out on something but when you consider most of these are obscure manga, horse racing sims or Mah Jong games, it might not seem too bad. If a game is good it does make it to the UK. If it's crap it stays on the Tokyo shelves. Sounds fair. It was the originality of Kurushi that caused a stir when it was released earlier this year in Japan. Instead of collecting blocks together like Tetris or Super Puzzle Fighter II you have to detonate certain blocks while saving others. If you can stop yourself from playing the game immediately, watch

the instructions as this is a fairly complex game. If you can't wait here's a quick summary of the idea. You must make sure all the black blocks are allowed to fall off the end of the runway. Any other blocks must be destroyed by placing a charge in its path. If you detonate a green block pressing the triangle will detonate the surrounding blocks. Should any black blocks be destroyed you'll lose one row of blocks from the runway making the game that bit harder. If more than a couple of rows go then you may as well give up.

Kurushi may take some time to get used to but, remember, with perseverance often comes fulfilment.

**Controls:**  
↑ Towards blocks  
↓ Away from blocks  
← Left

**→ Right**  
□ Speed up blocks progress  
△ detonates surrounding blocks after a Green has been detonated  
⊗ Drops charge then detonates it.

**Additional features:**  
As with most puzzle games there aren't too many options. There is a two player mode where you take turns facing the puzzles. If you get sick of the grey and green blocks you can choose from five textures available. Oh, and the sound is gorgeous.

**Further information:**  
Kurushi will be released in October. For more info about the game turn to the PrePlay on page 66. Then find out for yourself just how addictive this game can be. Fear not, only a month to wait and you can purchase the whole thing for yourself.

**Don't worry!**  
These programs are available in demo versions or complete editions. If you're a fan of the game, you can find out more about it on the PlayStation website.

**Kurushi is not the most interesting game to look at is it?**

# Rally Cross

**PUBLISHER:** Electronic Arts  
**STYLE:** Action adventure  
**PROGRAM:** Playable demo

**C**omputer games are like buses, aren't they? You wait for ages for the type of game you want then two turn up at the same time. No sooner did we hear about V-Rally when we received an American magazine with a preview of Rally Cross. Unlike the ultra-realistic V-Rally, Rally Cross has an almost cartoony feel to it with big, chunky graphics and your suspension squeaking like a cheap whores bed. The handling on the car helps to make it a fun experience. Just one thing. Watch the understeer. The car is a

load for this so get used to skidding around corners then immediately slamming the steering wheel in the other direction to keep from smacking against a cliff face.

In the demo you get the chance to try a couple of laps of the first track. In the full game you'll be able to race through six tracks, each with a further six variations (versions A,B,C normal and reversed).

**Controls:**  
← Turn left  
→ Turn right  
⊗ Accelerate  
□ Brake

△ Reverse gear  
⊗ Look behind you  
□ Down the gears  
□ Rock the car left  
□ Up the gears  
R Rock the car right

**Additional features:**  
The full version of Rally Cross features six tracks, 15 cars and a whole array of options.

**Further information:**  
Rally Cross scored an impressive seven out of ten when it was reviewed in issue 21. A good alternative to V-Rally.



**Don't expect to spend a lot of the race on the ground. It's a good trick to be able to steer in mid-air.**

# Hercules

**PUBLISHER:** SCE  
**STYLE:** Pseudo 3D platformer  
**PROGRAM:** Rolling demo

**N**ot content with filling the cinemas with thousands of children this summer, Disney are launching a full-on assault on the console front with a film-tie game. The video is crammed full of clips from both the film and game showing how the two projects

were devised side by side using plenty of 'creative synergy' and a snappily-titled 'forced scroll Z-axis gauntlet engine'. Hercules is a platform game much in the style of Crash Bandicoot with the muscular mophead able to run in and out of the screen while following a predetermined path.

**Additional features:**  
For the first time a Disney game will incorporate actual clips from the

film and as a 'special' treat Hercules will also include two songs from the film. Zero to Hero and A Star is Born. Lets hope these are better than the usual sentimental pap.

**Further information:**  
We had a detailed look at the game last month (issue 22) and will be reviewing the game as soon as a copy arrives on our desk. Should be good.



**If it looks complicated now just wait until your first play. It does get easier.**



**Just two of the fancy cars you can drive in the mad-cap rally sim.**





**F1 '97**



**Rapid Racer**



**Fantastic Four**



**Shadow Master**



**Roscoe McQueen**



**Hercules**



There may only be one CD for you next month, but it's packed with quality, starting with two of the best racing games we've ever seen in *F1 '97* and *Rapid Racer*. These are supported by some tremendous platform action and some stunning footage of *Hercules*.



## Next Month



## Exclusive to PSM!

*The first review of F1 '97 and the only playable demo. Yet again, we're in pole position*



## Role with it

*With Final Fantasy VII on the horizon, we tell you everything you could possibly want to know about Role Playing Games*

## Here come the Belgians!

*It's Je Sans Frontier time as we look at Nightmare Creatures, Premier Manager '97, Viper, and indeed all the latest PlayStation developments invading from Europe*

## Plus

*Toshinden 3, Wreckin' Crew, Super Football Champ, MediEvil, Nightmare Creatures, and Bubsy 3D all reviewed. If you had problems getting hold of this month's issue, it might be best to reserve a copy at your local newsagent's*

**Like NOW!**



What sort of mind does it take to devise a game like *PaRappa The Rapper*? One with a musical background and a sense of humour. Meet Mr Matura, the brains behind one of the PlayStation's strangest games

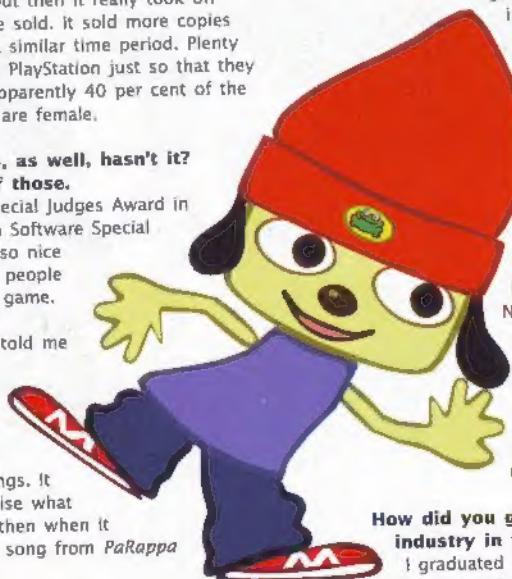
# M A S A Y A M A T S U R A

**Were you surprised at the success of *PaRappa*?**

I always thought that it would do well, but it was obviously a risk. Initially 30,000 units of the game were shipped in Japan, but then it really took off and 750,000 copies were sold. It sold more copies than *Resident Evil* over a similar time period. Plenty of people have bought a PlayStation just so that they can play *PaRappa* and apparently 40 per cent of the people playing *PaRappa* are female.

**It's won a few awards, as well, hasn't it? You must be proud of those.**

Yes, it won the CECA Special Judges Award in 1996 and also the Japan Software Special Judges Award. But it's also nice when you hear ordinary people saying things about the game. The producer of *Crash Bandicoot* [Jason Rubin] told me he really liked the game. And the other day I was walking through town and I heard some schoolboys singing some of the songs. It took me a while to realise what they were singing, but then when it registered that it was a song from *PaRappa* I was really pleased.



**'...the other day I was walking through town and I heard some schoolboys singing something... when it registered that it was a song from *PaRappa*, I was really pleased'**

**They are pretty catchy songs, any plans to release any singles from the game?**

Yes, we'll be releasing music from the game in Japan. A single will be coming out and we'll see how it goes before releasing anymore.

**How did *PaRappa* originate on the PlayStation?**

I was already working on CD-ROMs which involved playing and listening to music before *PaRappa* ever became a project. Then one day I came up with the idea of *PaRappa* and of all the companies I went to, Sony were the most receptive to the idea. And the PlayStation seemed the best format to work on.

**So why an earth is he called *PaRappa*?**

It actually comes from the sort of background noise you often get in music - that pa-ra-pa-pa type of sound which forms a backbeat to most songs, and especially rap ones.

**What other PlayStation games are you a fan of? Are there any games that influenced you?**

I like playing games at home and I think of all the games I've played, *Philosoma* is my favourite. But there were no games that influenced me, really. I think *PaRappa* is one of a kind. It is the first musical adventure that anyone will have played. It's unique.

**It is indeed, but we imagine it will spark a few imitations. Does that bother you?**

No, it will be flattering if people try to copy what I've done, and I hope more people try and make games like *PaRappa*. The question is whether or not they can come up with one to match *PaRappa*.

**How did you get into the videogames industry in the first place?**

I graduated from University where I had been doing Industrial Sociology, but I decided that I didn't want to be a 'Salary Man'. Here in Japan, people that have nine-to-five jobs and have to wear suits and ties everyday are called Salary Men. My brother is a Salary Man, my father is a Salary Man, but I didn't want to do that. So I formed a band called P.Y.S.S in 1983 and we've now released nine albums. I then started getting involved with producing CD-ROMs, as I was interested in that, and it sprang from there. My parents were worried that I was doing the wrong thing, but I think they are pleased now.

**So are you a musician or a producer now?**

Both. I won't stop making music and I will continue to play instruments and write music, but I will also be working on games and CD-ROMs.

**Will there be a sequel to *PaRappa*?**

There is one already being worked on now, and this time it will include a two-player option.

**Will the music be different?**

Yes, it will, although I'm not going to tell you exactly how at the moment. But it will not be simply

more rap-style music.

**'...it will be flattering if people try to copy what I've done and I hope more people try and make games like *PaRappa*. The question is whether they can come up with one to match *PaRappa*...'**

**Are there any other games that you like the music to?**

I like *Wipeout 2097* and the music on that. The dance techno music is good.

**Can we guess at a techno dance sound for the next *PaRappa* game then?**

If you like.

**What other music have you been listening to lately?**

Skunk Anansie are very good - I've been listening to their latest album.

**We can't imagine that will be the backing to *PaRappa*'s sequel?**

No.

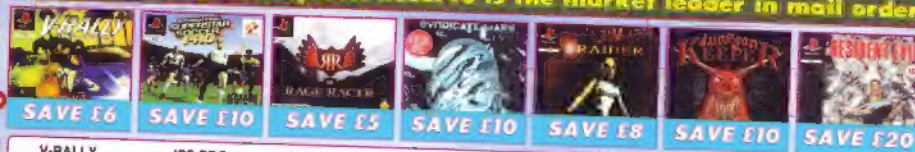




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